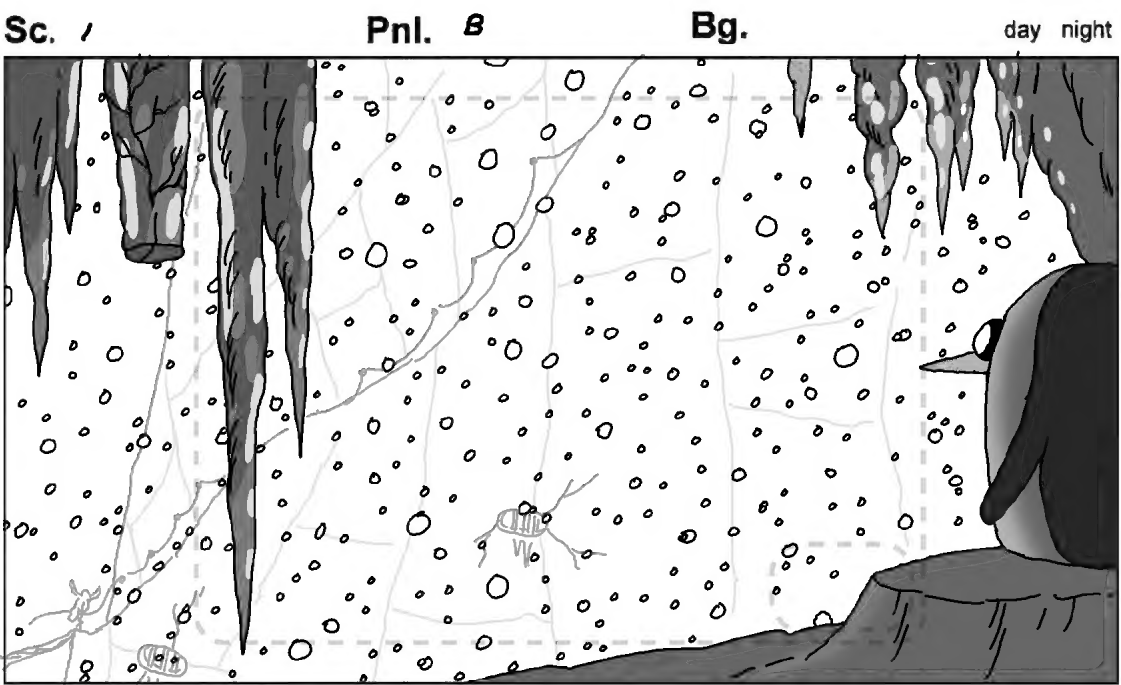
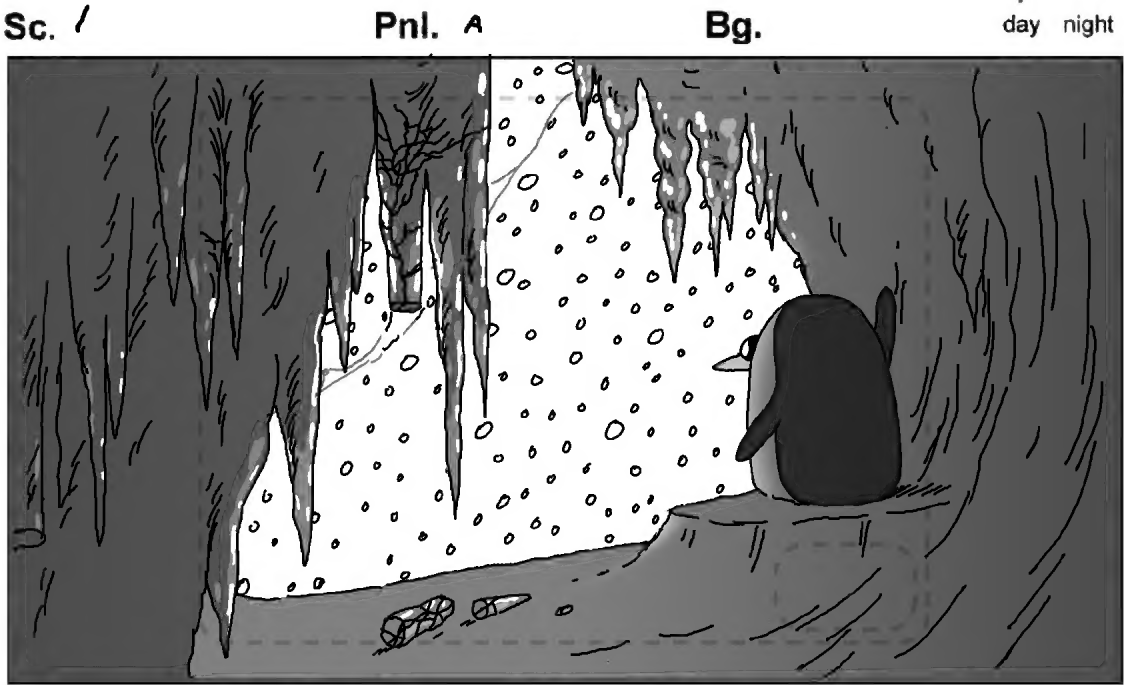


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ADVENTURE TIME



Page 1



Dialog:	
Action:	Ice Thingdom A wild blizzard, low visability, a horrible place.
Timing:	

EPISODE #

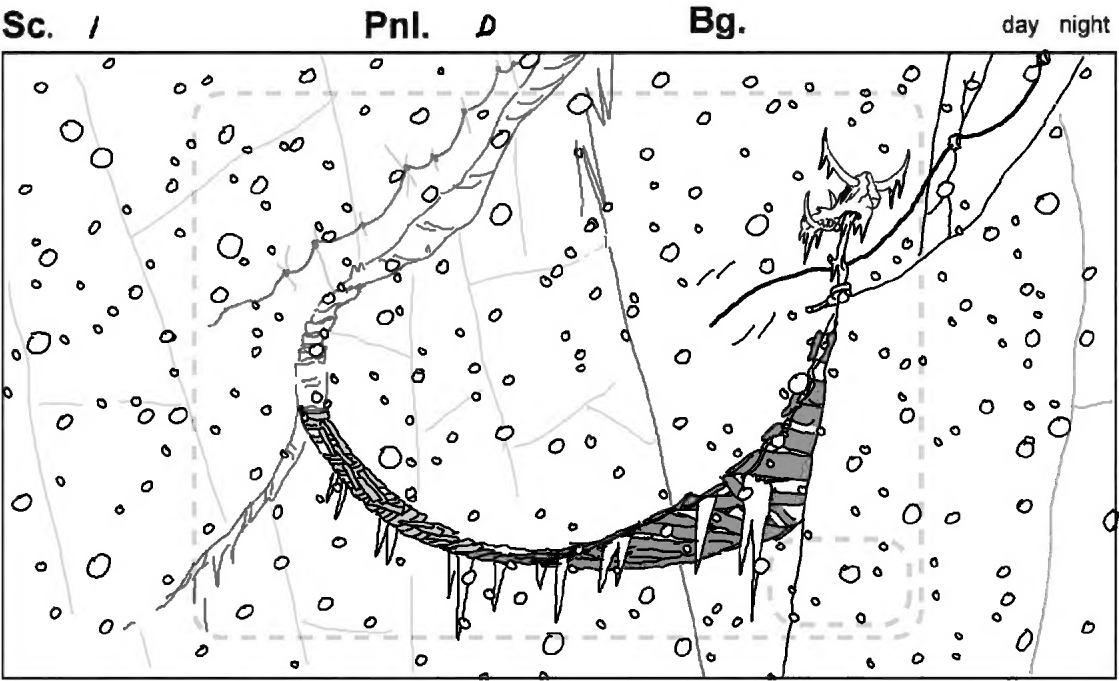
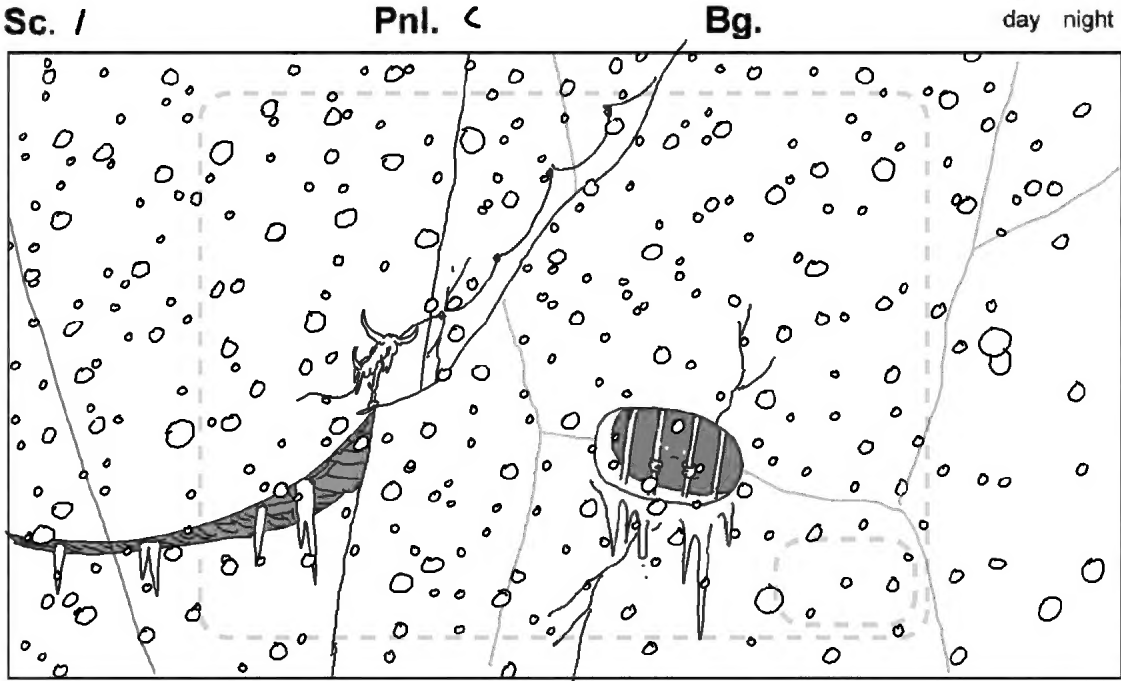
Production :

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ADVENTURE TIME



Page 2



Dialog:

sfx: (throughout blizzard) the cold blowing wind

Action:

Timing:

EPISODE #

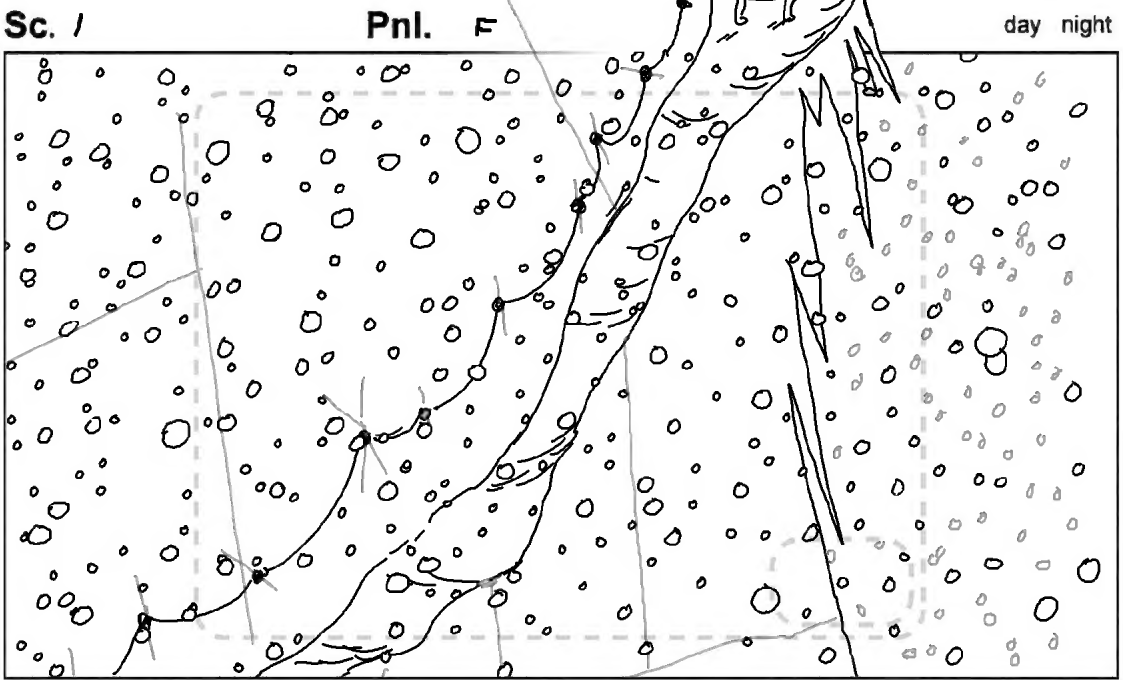
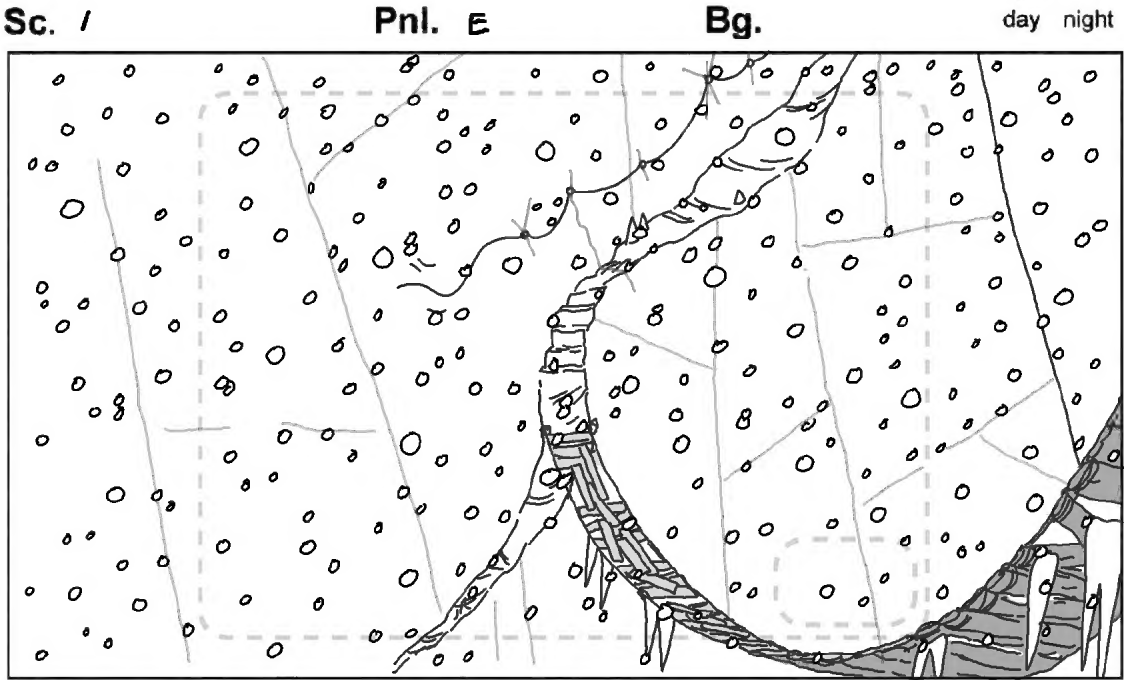
Production :

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ADVENTURE TIME



Page 3

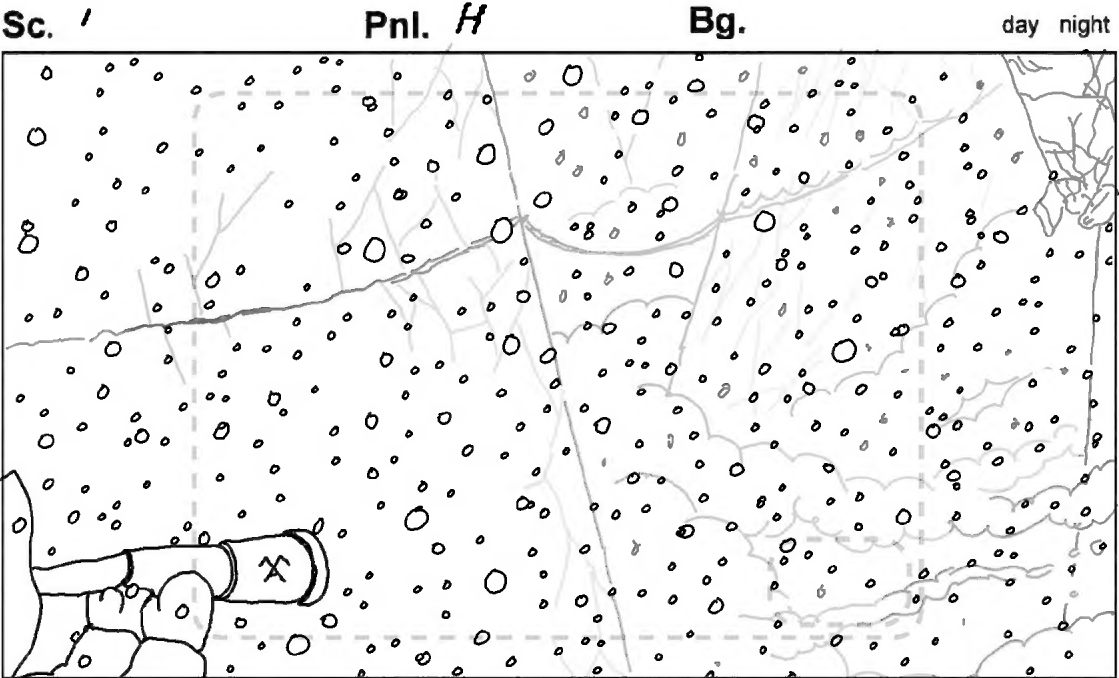
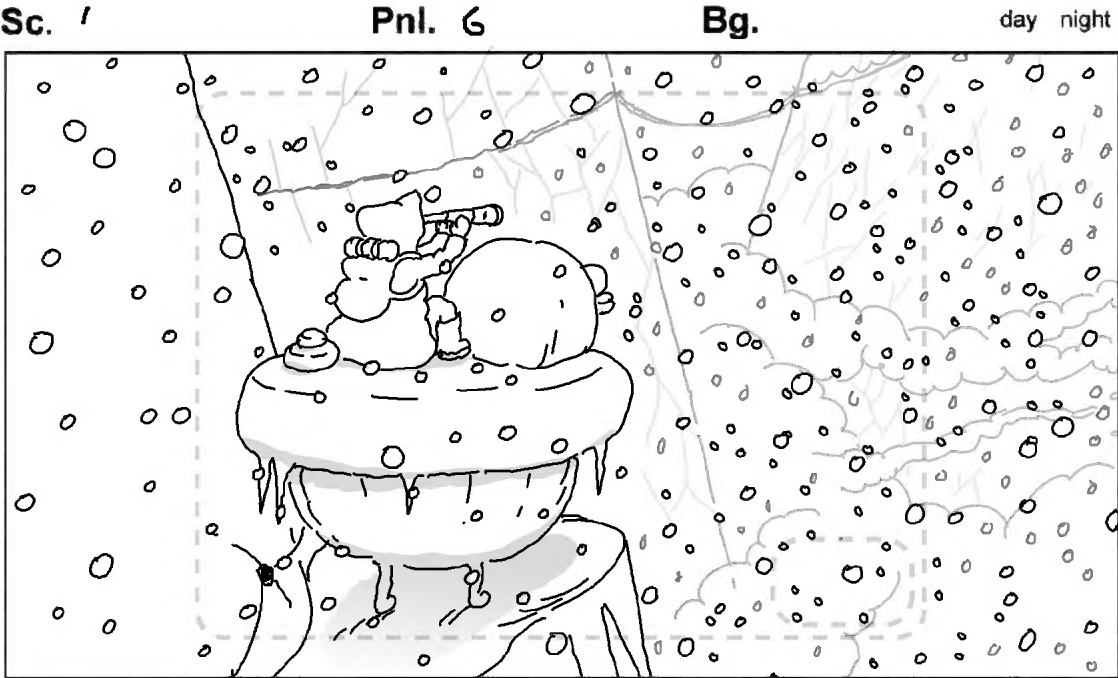


Dialog:	
Action:	
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

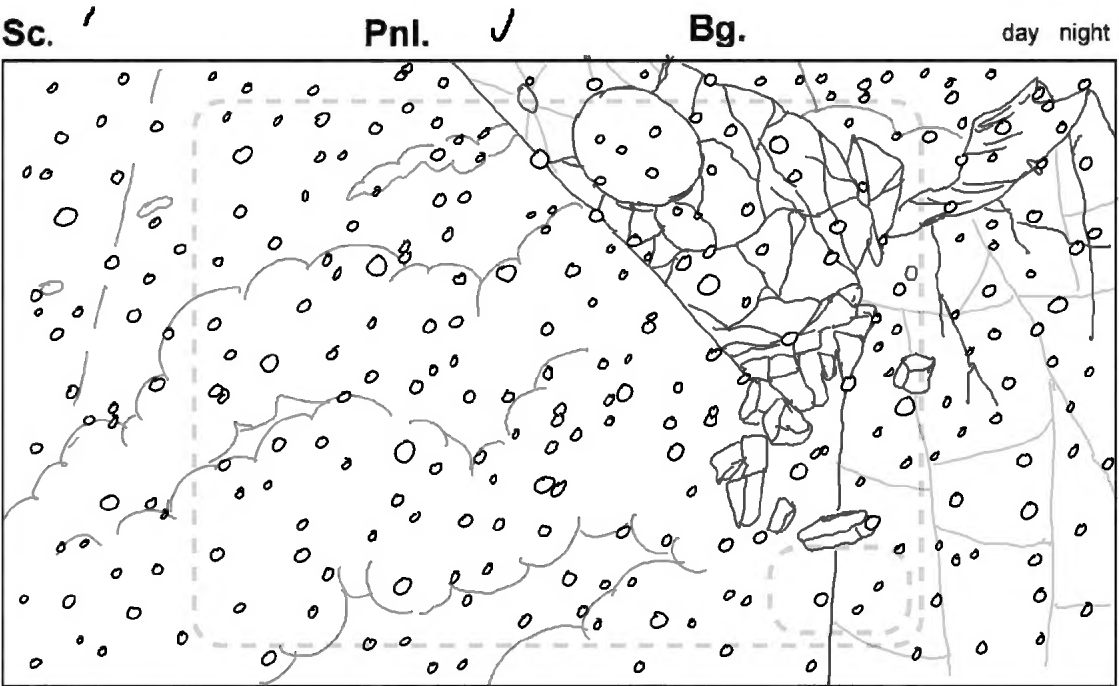
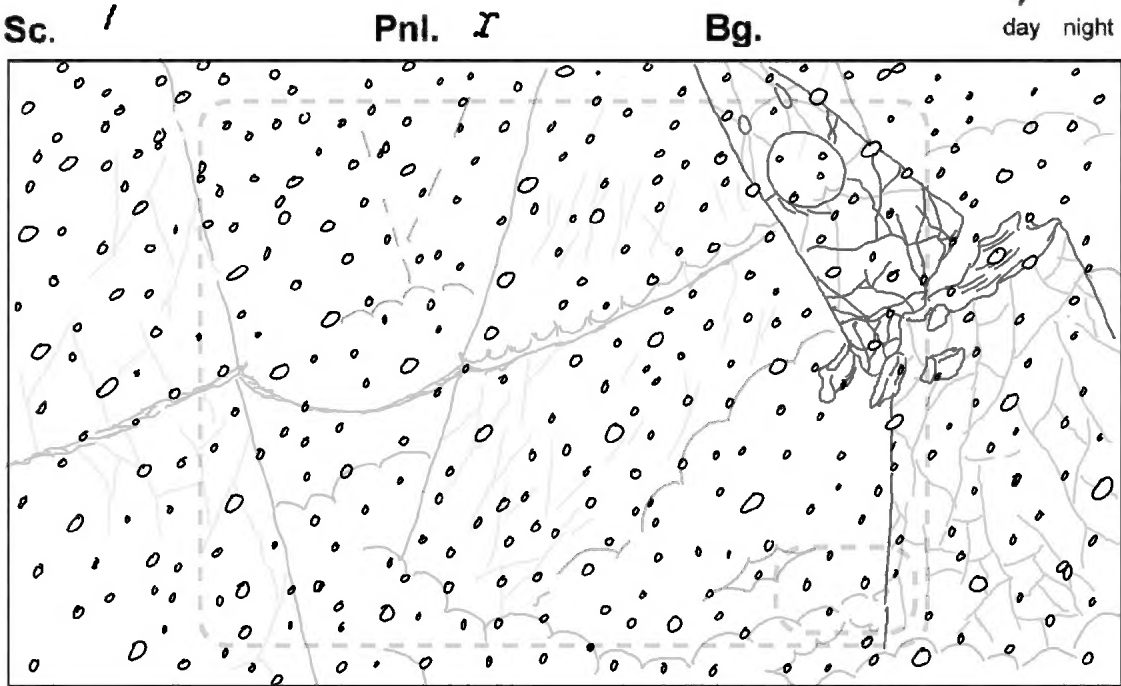
X = "M.A."
(also like an eagle on a mountain)

EPISODE #

Production :

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ADVENTURE TIME

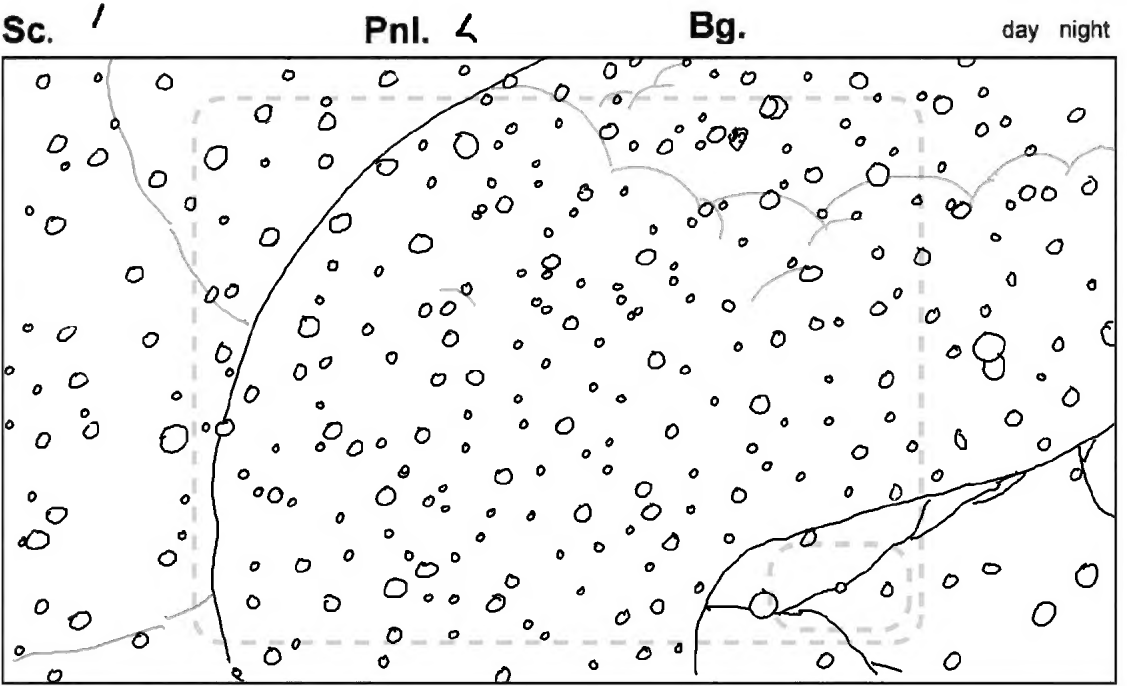
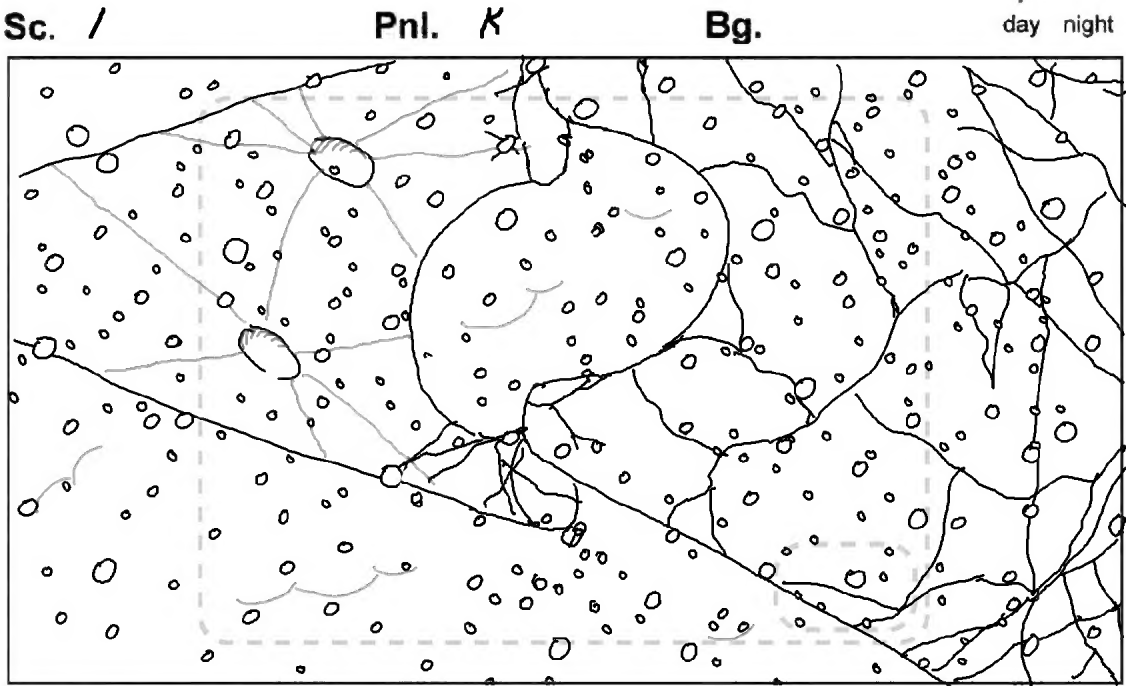


Dialog:
sfx: crumbling ice as the butte collapses
Action:
Timing:

EPISODE #

Production :

ADVENTURE TIME

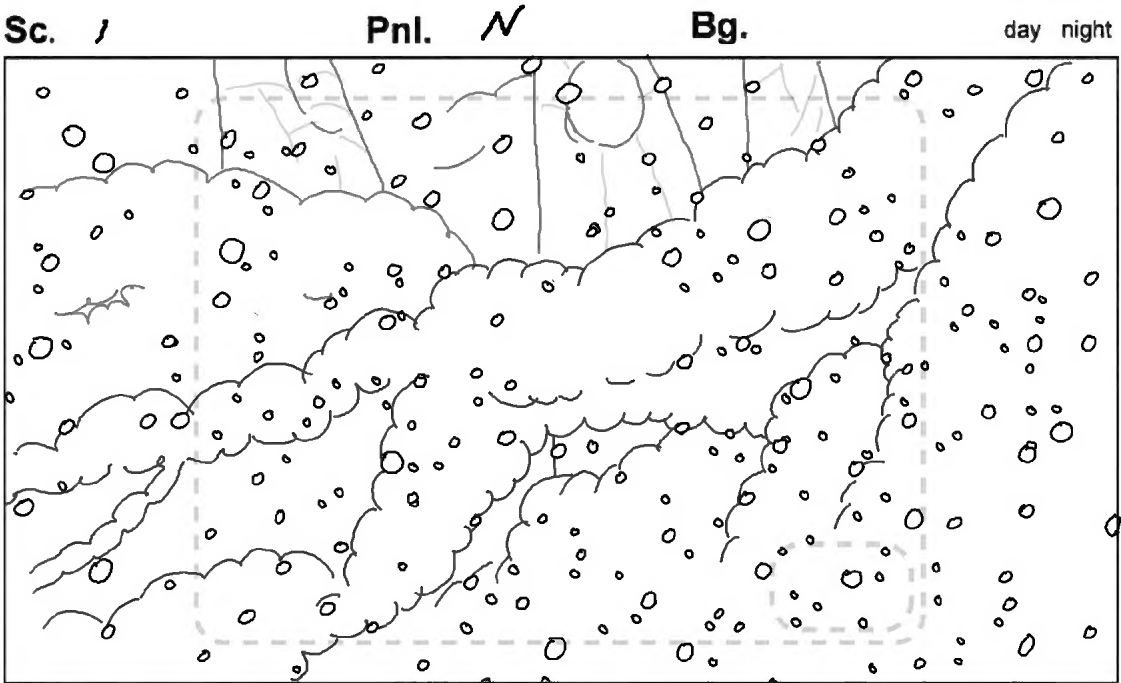
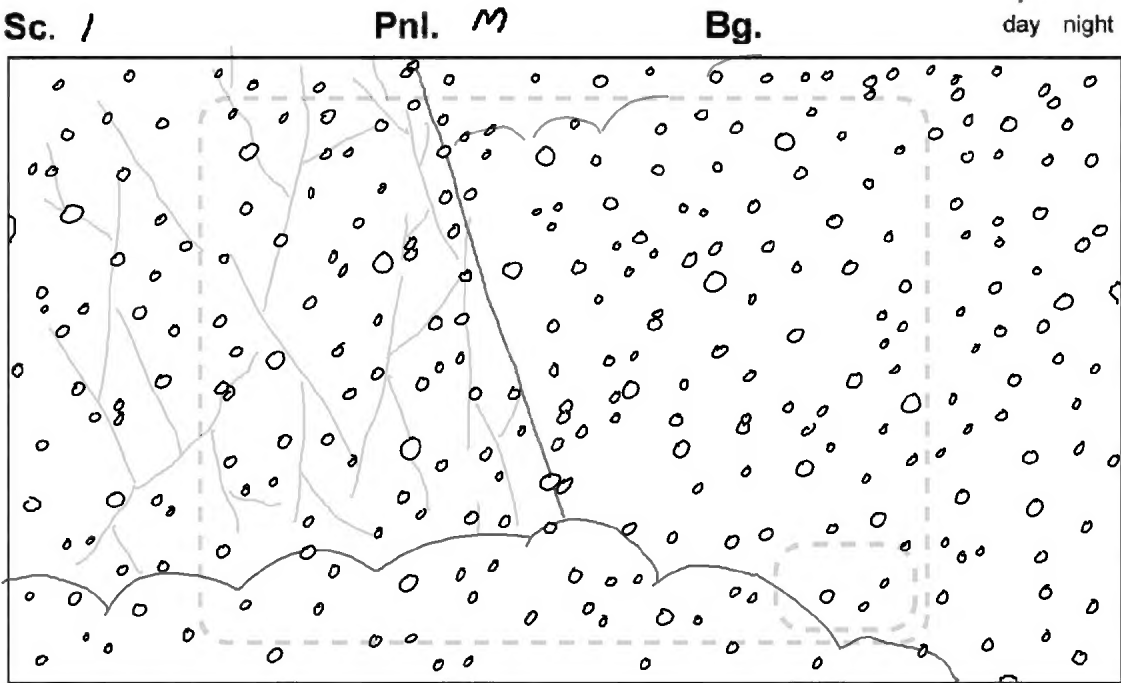


Dialog:
Action:
Timing:

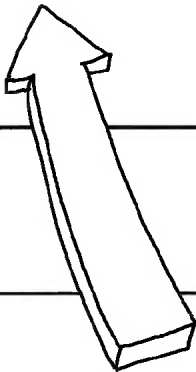
EPISODE #

Production :

ADVENTURE TIME



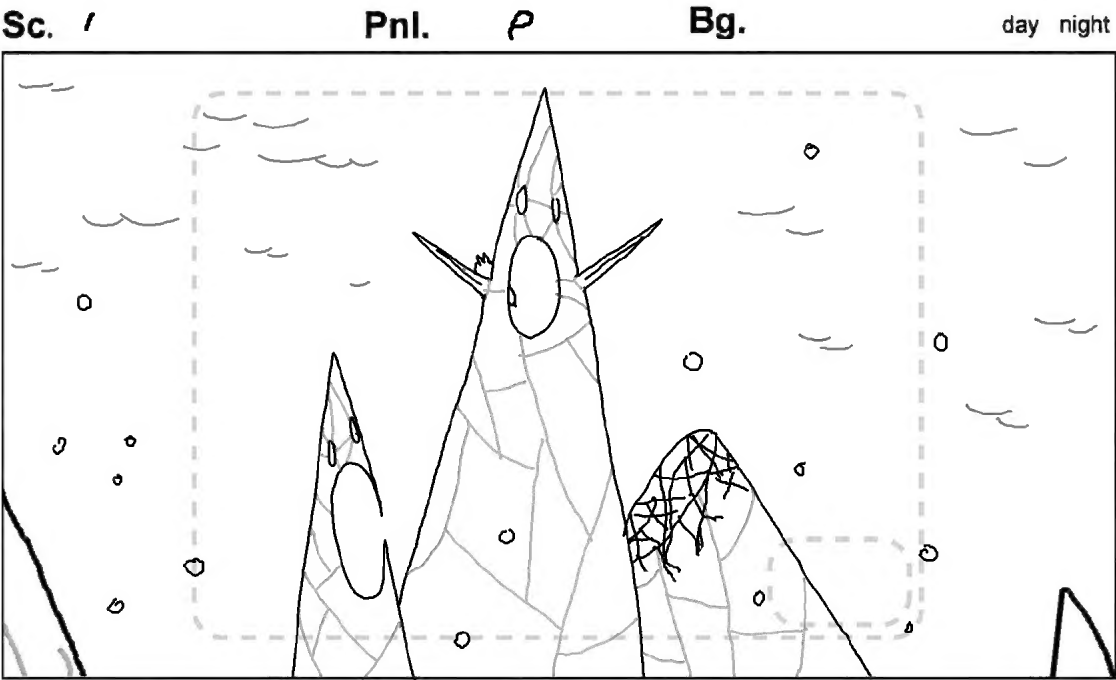
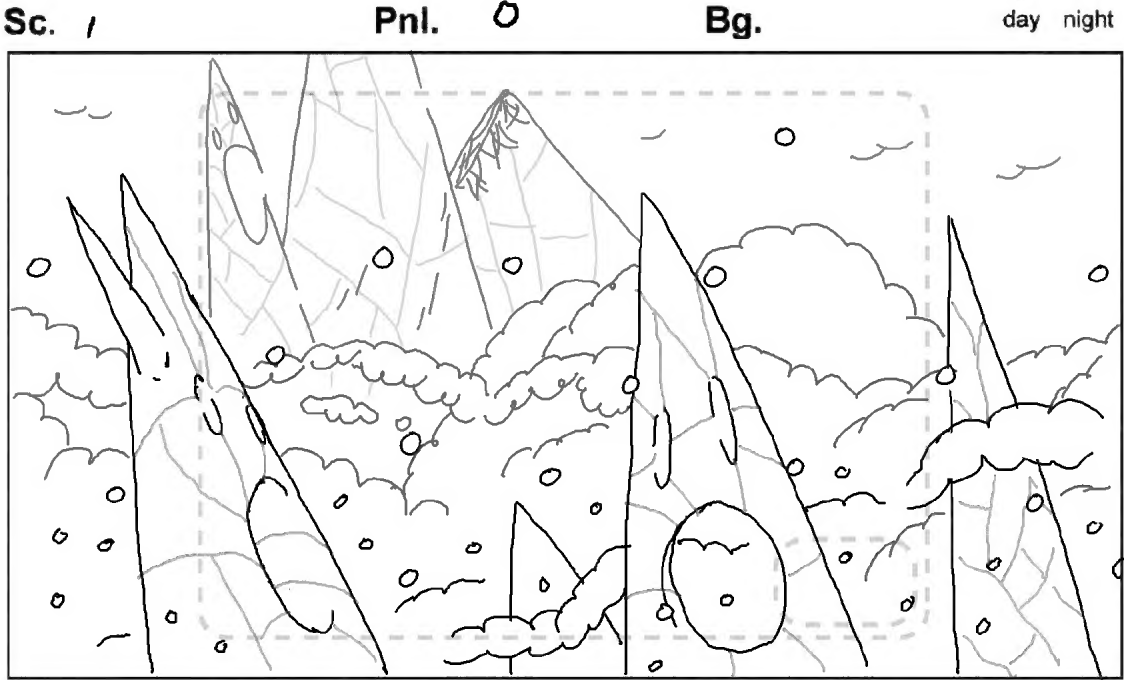
Dialog:	
Action:	Mist around the mountains, grey or white ...
Timing:	




EPISODE #

Production :

ADVENTURE TIME

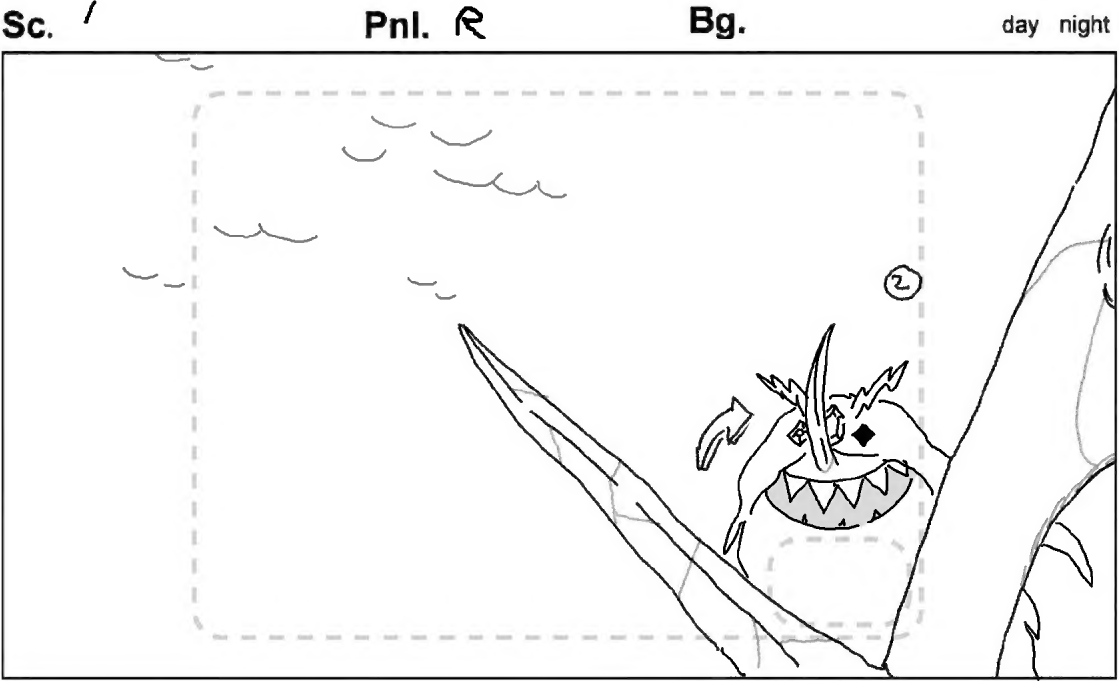
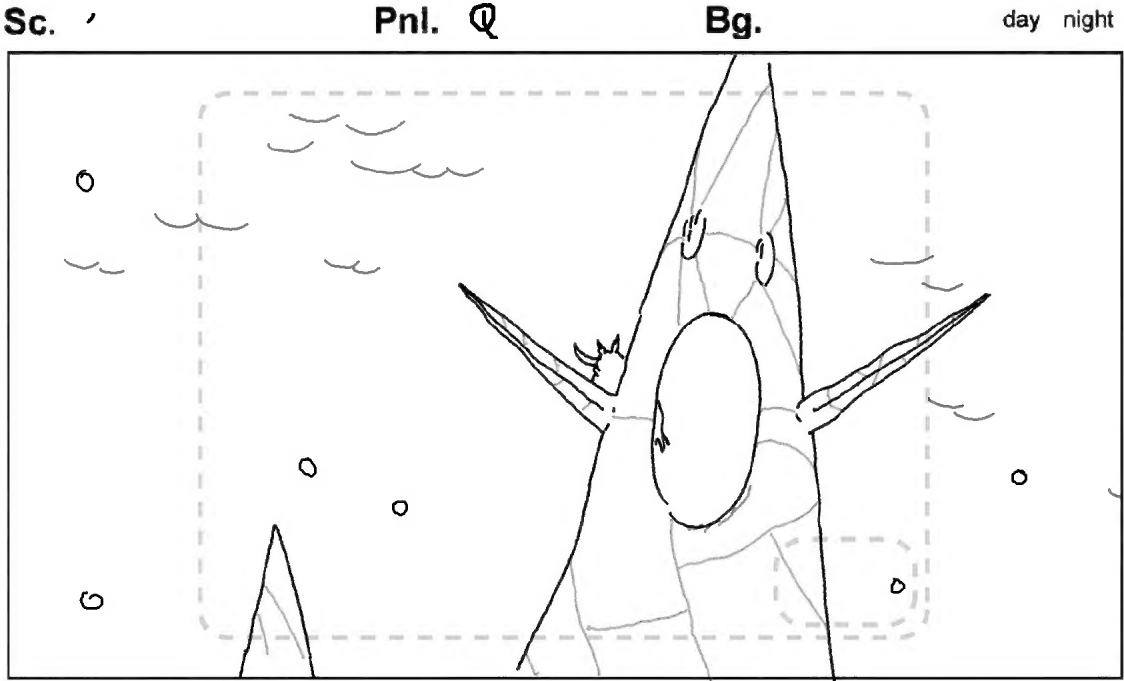


Dialog:	
Action:	
Timing:	
... actual clouds, closer to those cool clouds from Graybles 1000+ and Lemonhope.	

EPISODE #

Production :

ADVENTURE TIME

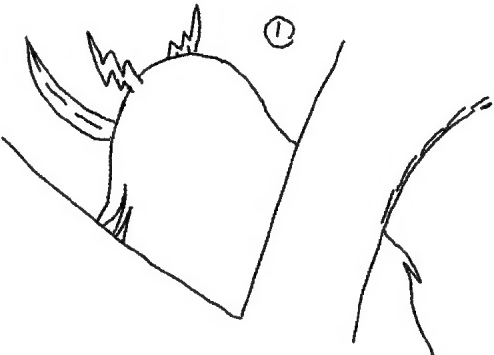


Dialog:

(17) HA!!!

Action:

Timing:



EPISODE #

Production :

ADVENTURE TIME



Sc. 1 Pnl. 5 Bg. day night

Sc. 1 Pnl. 7 Bg. day night

Dialog:
Action:
Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. ✓ Bg. day night

Sc. Pnl. ✓ Bg. day night

Dialog:

IT : LAUGHING :

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. W Bg. day night

Sc. Pnl. X Bg. day night

Dialog:

(IT) : LAUGHING :

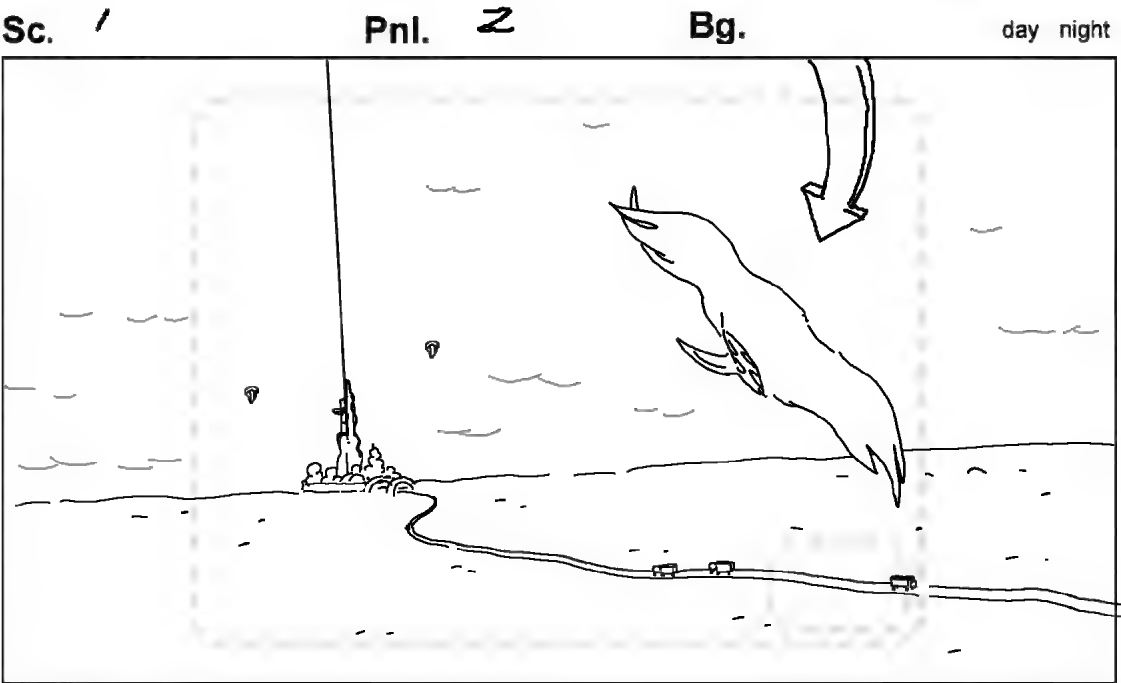
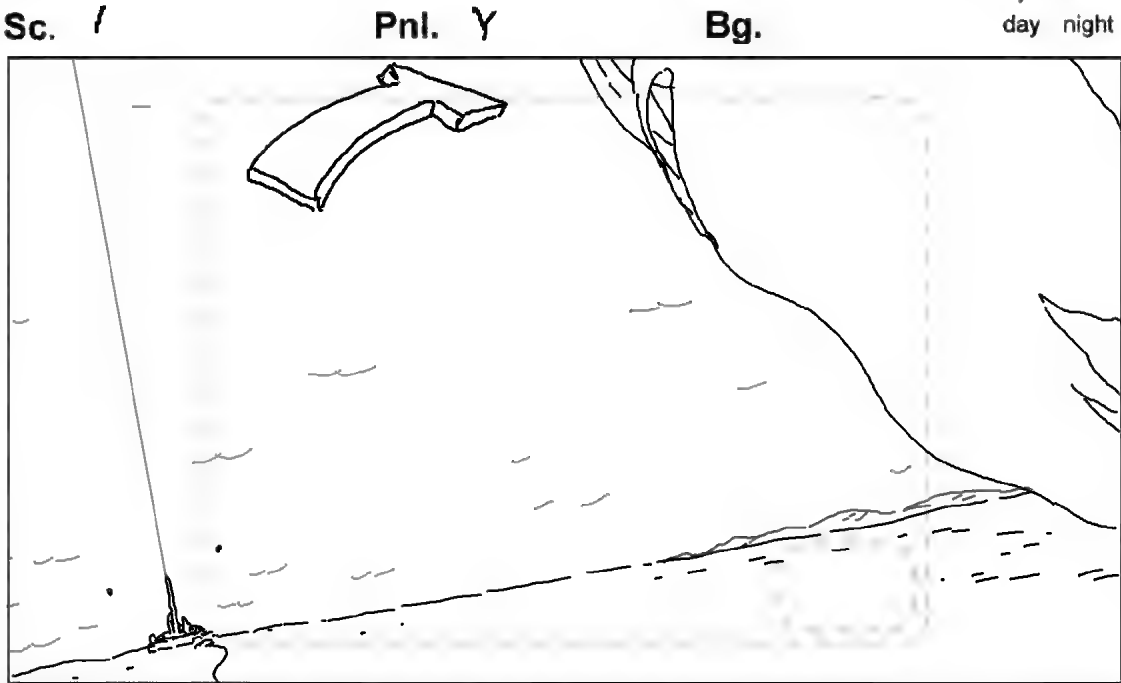
Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



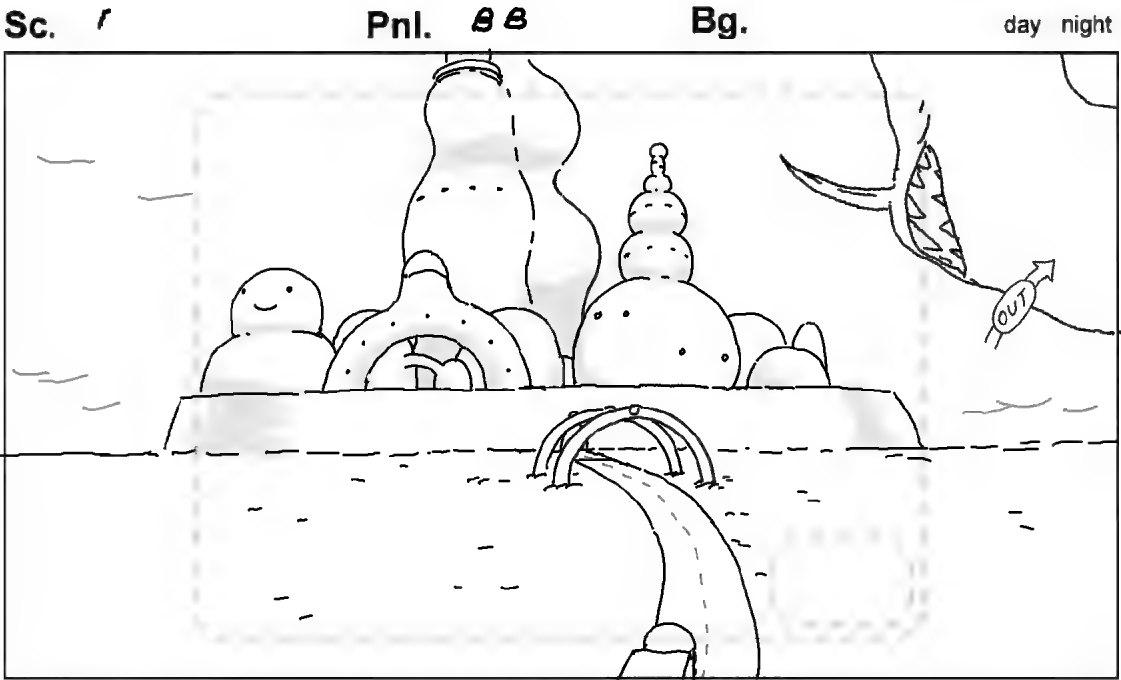
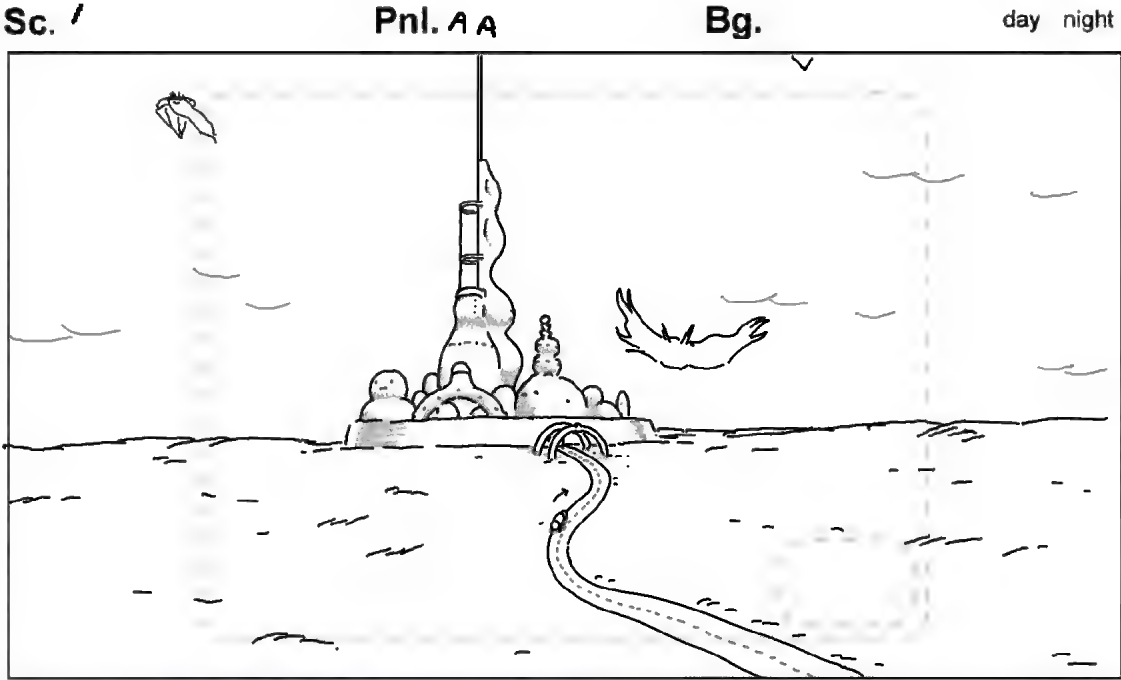
Dialog:	(17) : LAUGHING :
Action:	Pup Kingdom TRUCKS ON THE ROAD.
Timing:	

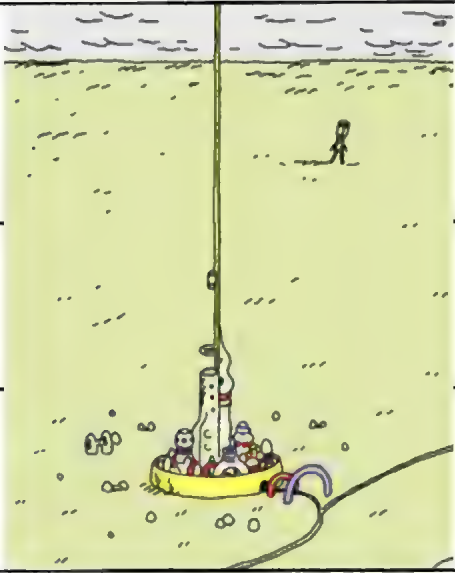
EPISODE #

Production :

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ADVENTURE TIME



Dialog:		<p>Pup Kingdom Ref.</p> <p>Very clean looking, mostly cream coloured with primary coloured accents. All plastic looking, like a baby's toy.</p> <p>(The design has changed more since I drew this than I thought it had. Do whatever looks good!)</p>
Action:		
Timing:		

IT : LAUGHING :

EPISODE #

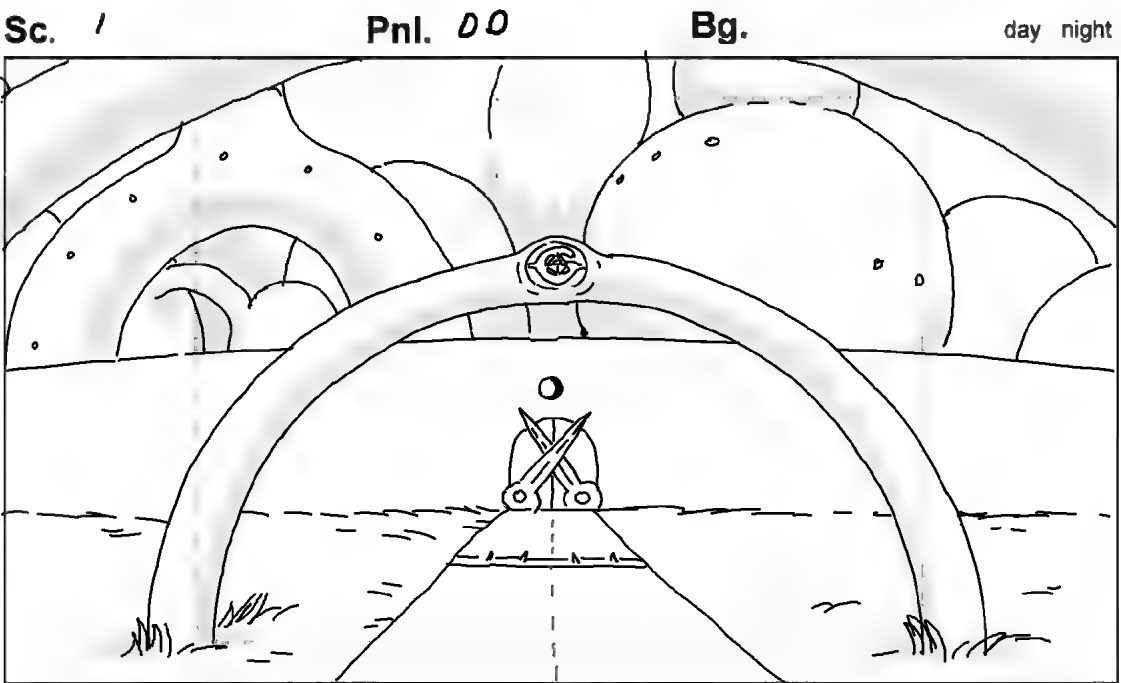
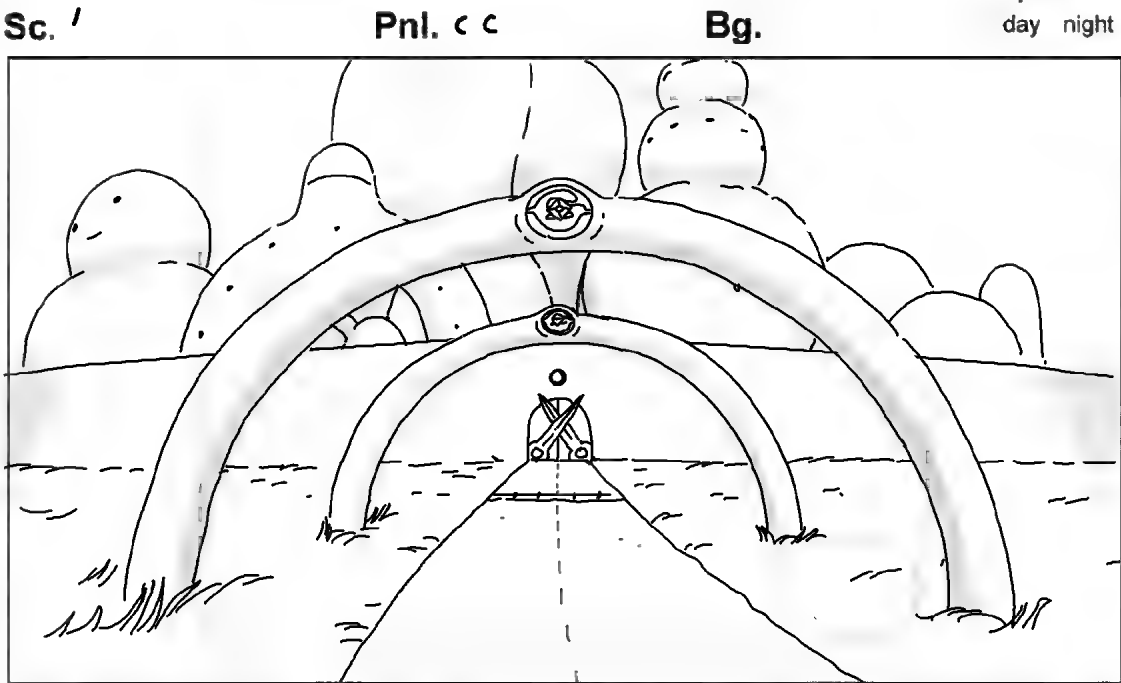
Production :

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ADVENTURE TIME



Page 15



Dialog:

Action:



Gibbon's logo
Ice Crown's Jewel in the center

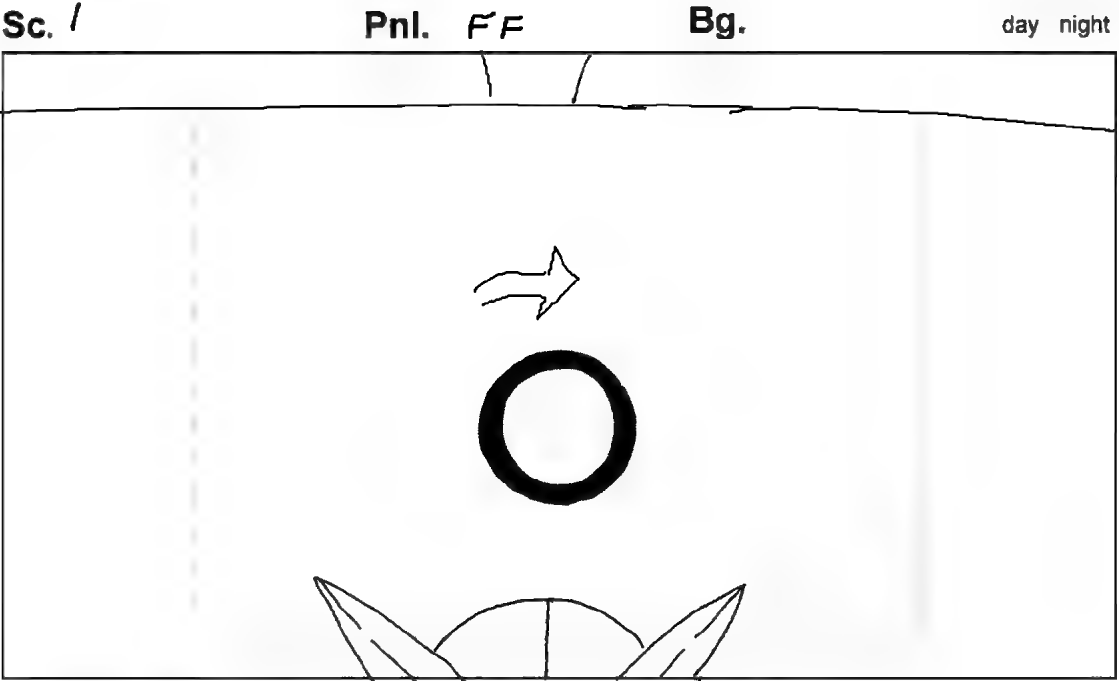
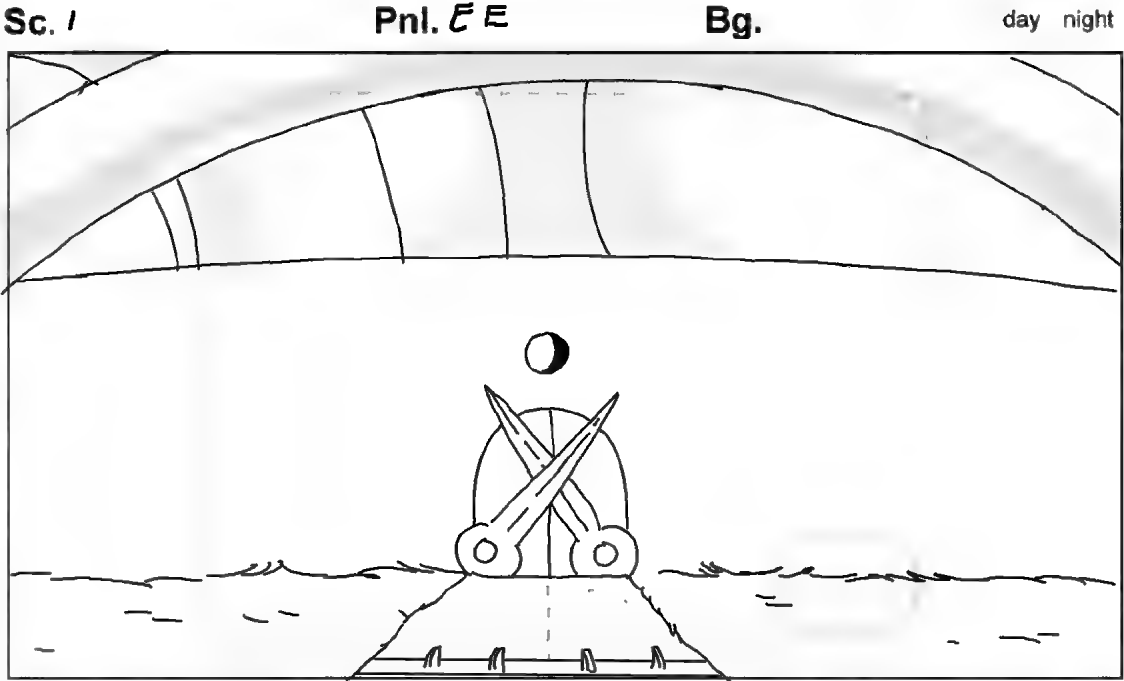
Timing:

The theme of G logos, Gross and Gumbald before this.

EPISODE #

Production :

ADVENTURE TIME



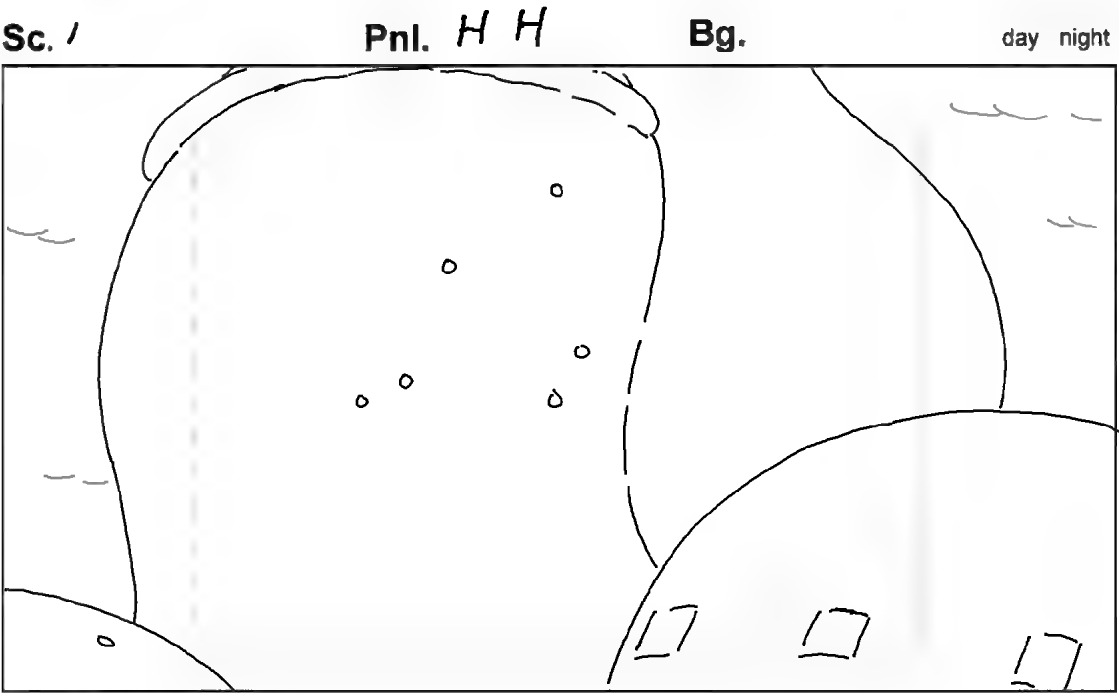
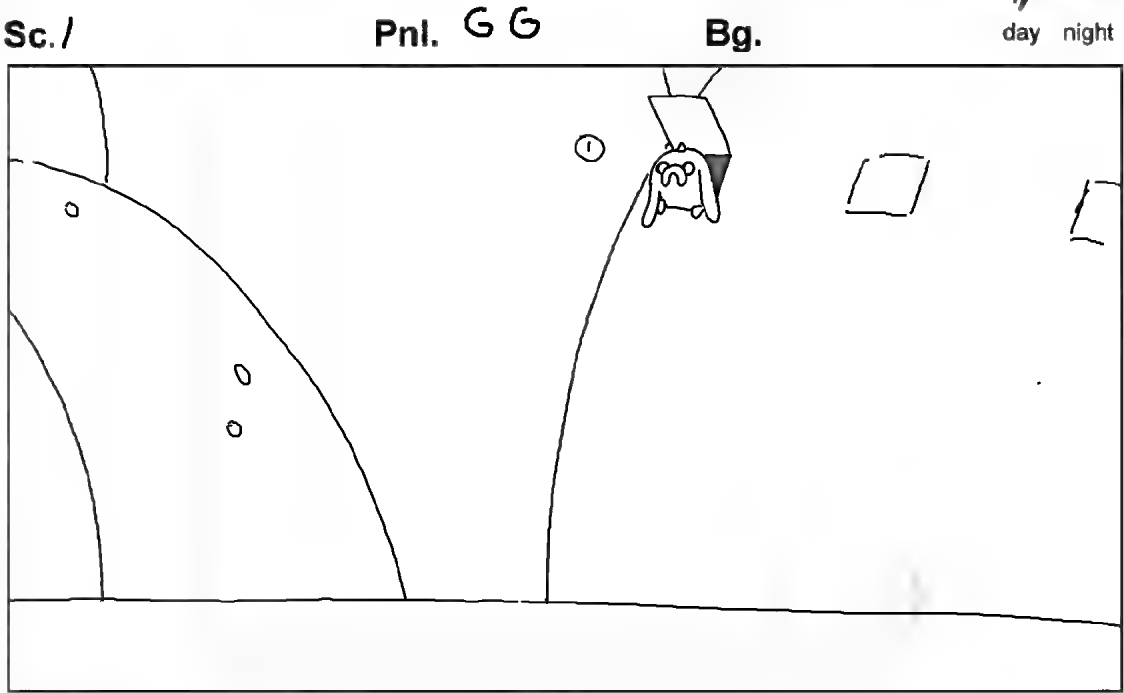
Dialog:
Action:
Timing:


Horzion starts tilting again.

EPISODE #

Production :

ADVENTURE TIME

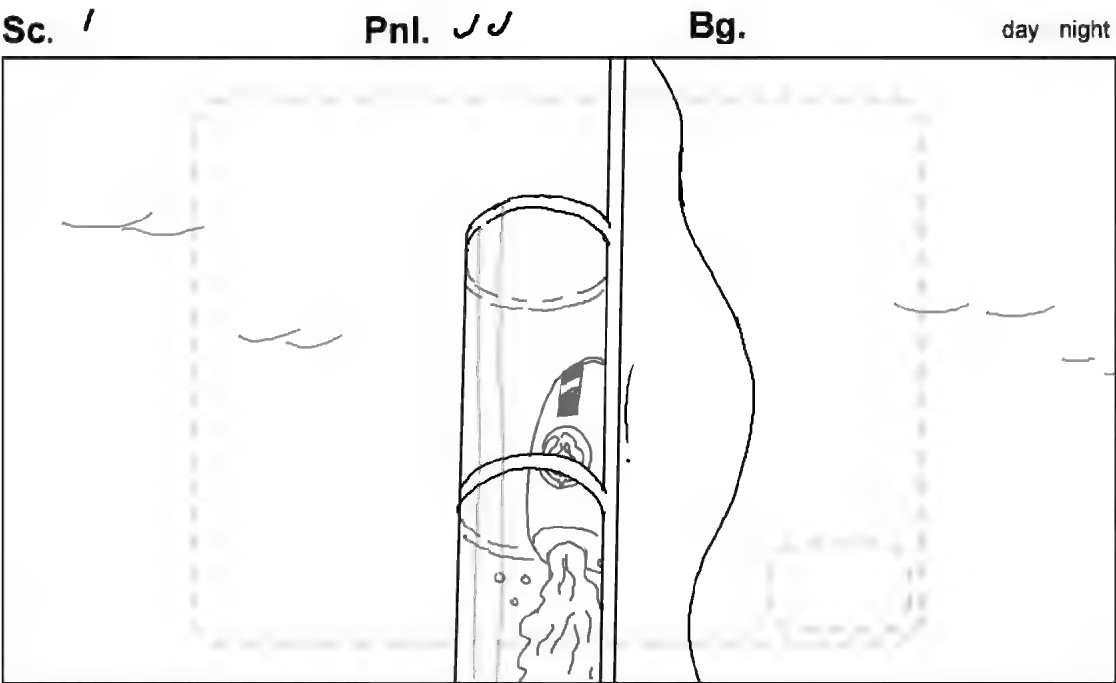
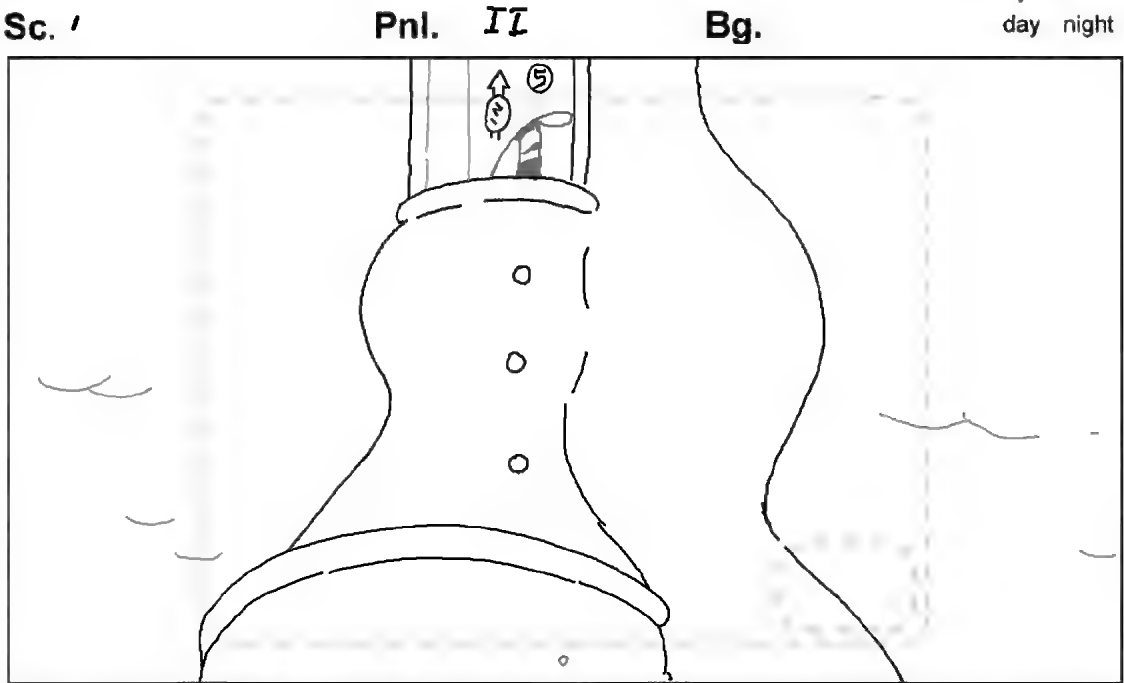


Dialog:	
Action:	<p>②  Long eared pup, maybe light blue?</p>
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(SFX) - WOOOSH! -

Action:

Timing:

1	2	3	4

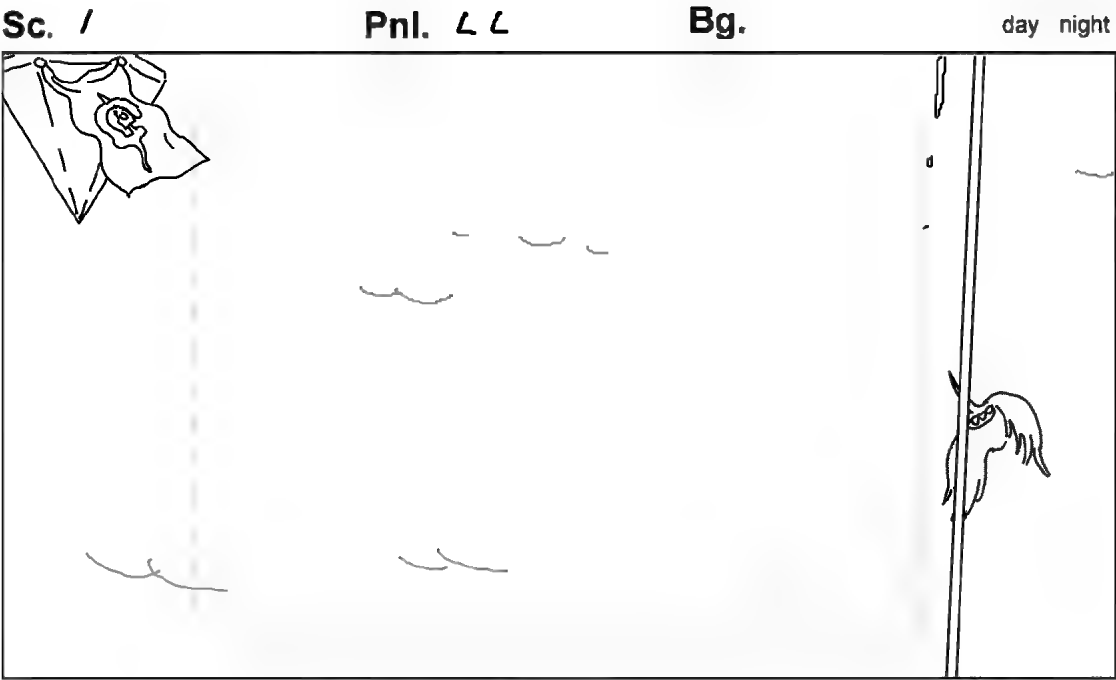
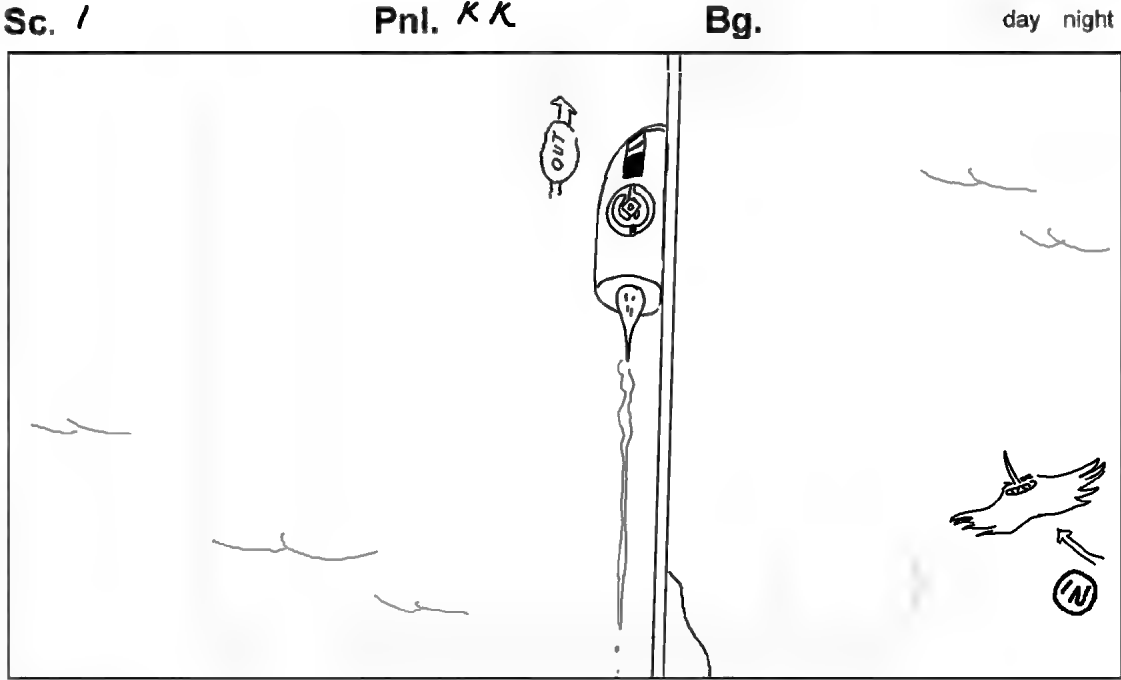
Red flames flare up as shuttle picks up speed ...

EPISODE #

Production :

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ADVENTURE TIME

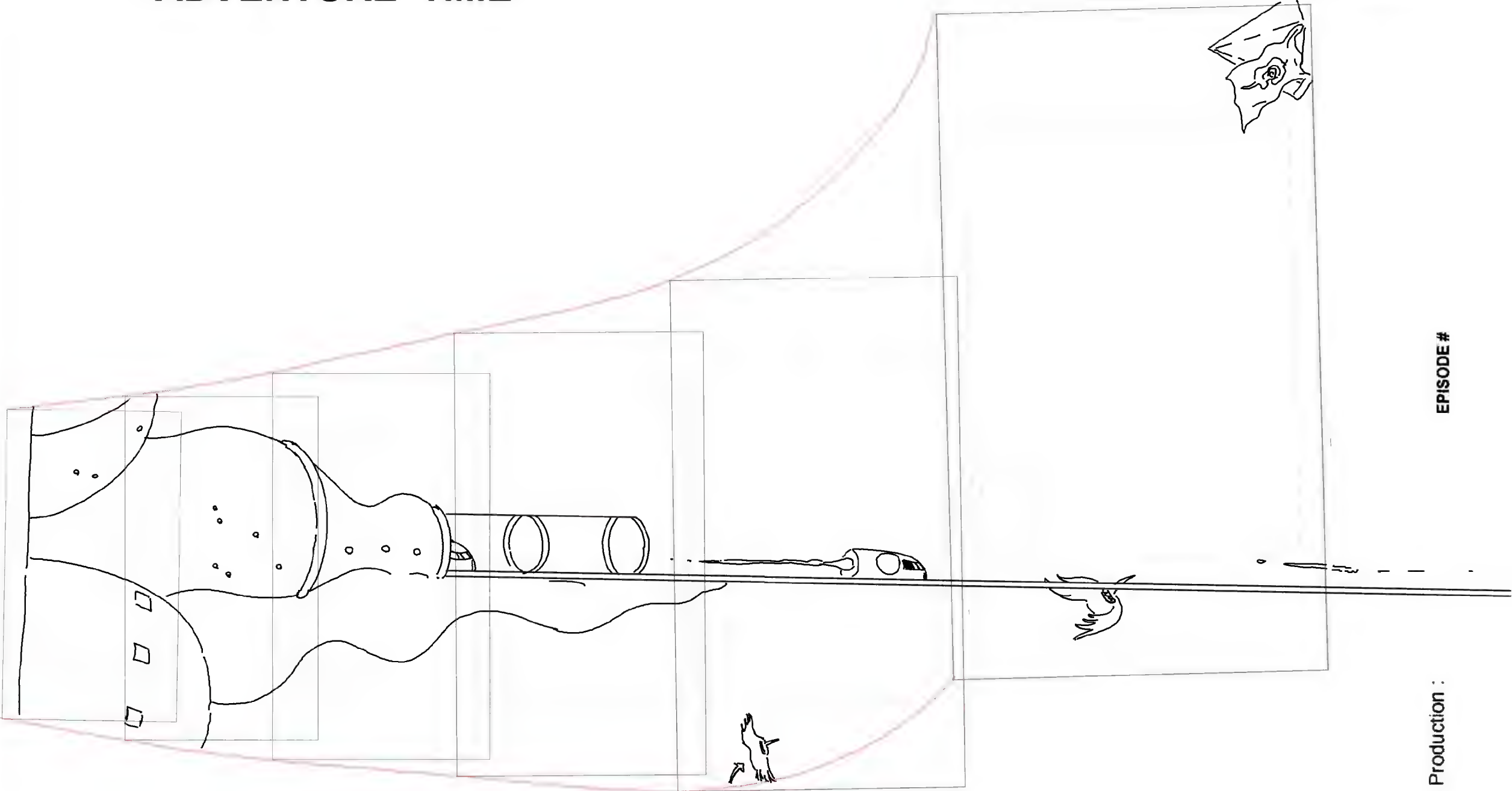


Dialog:
(IT) : DISTANT LAUGHING :
Action:
... flame turns blue as it speeds up, like a propane torch.
Timing:

EPISODE #

Production :

ADVENTURE TIME



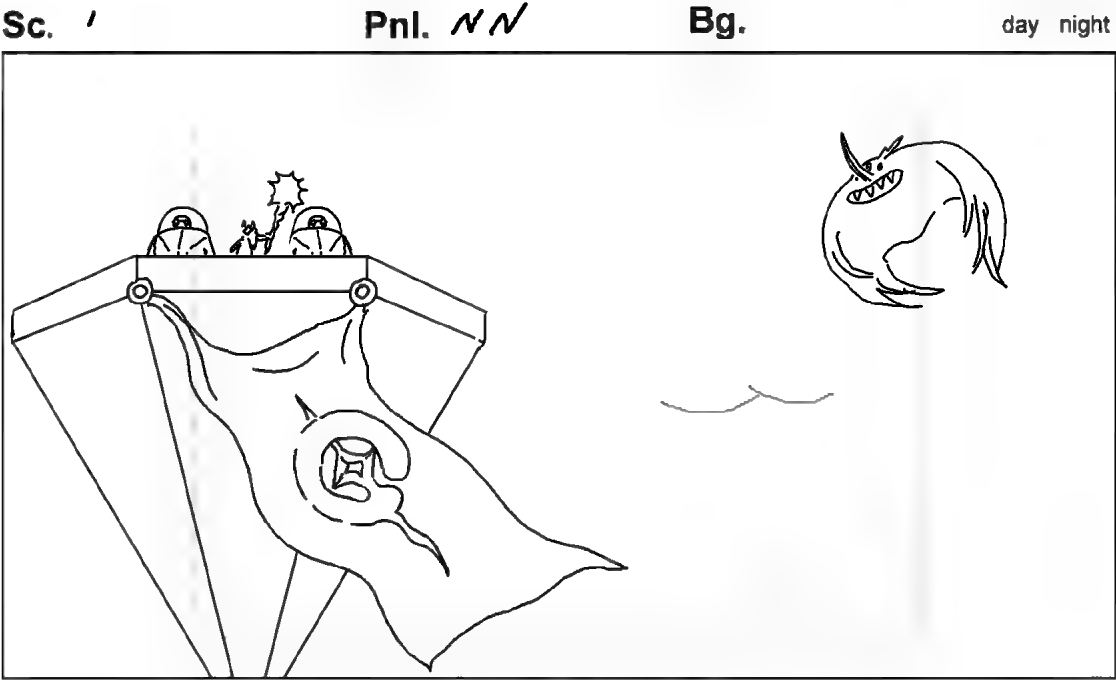
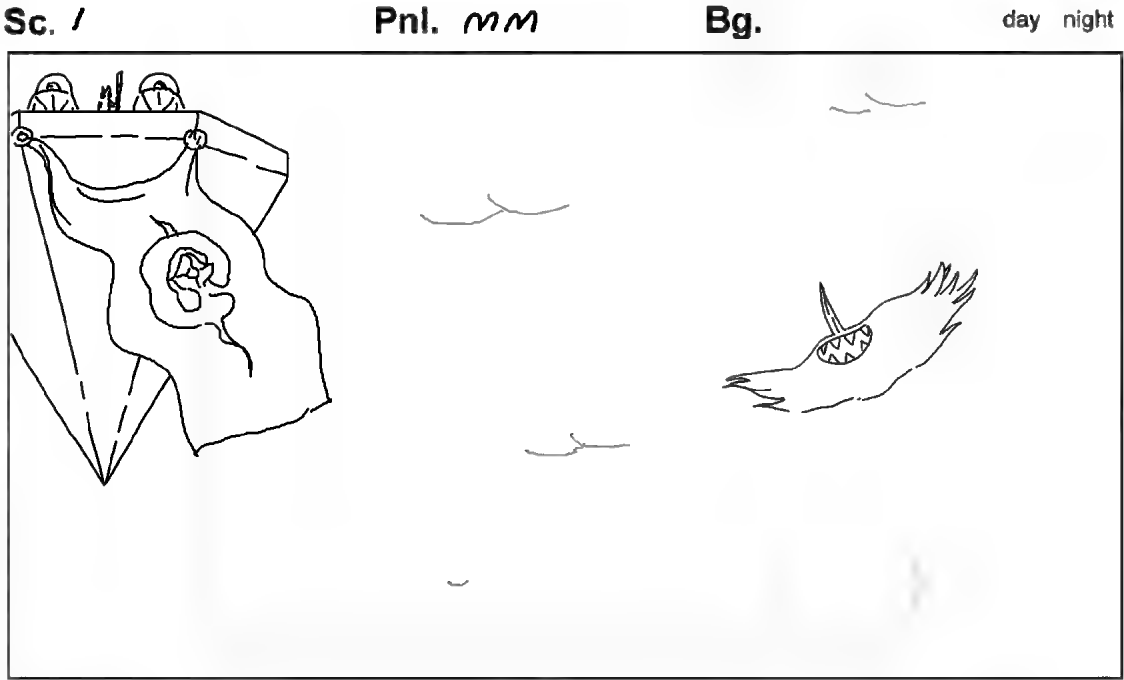
EPISODE #

Production :

This is the reference I used for the previous part

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ADVENTURE TIME

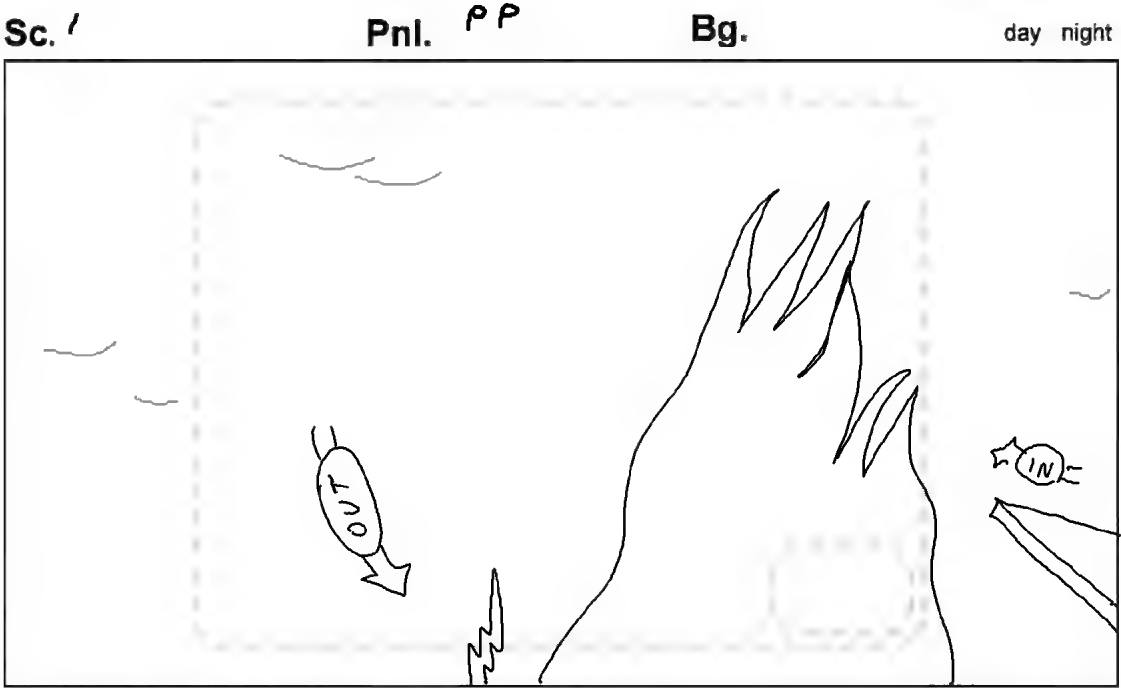
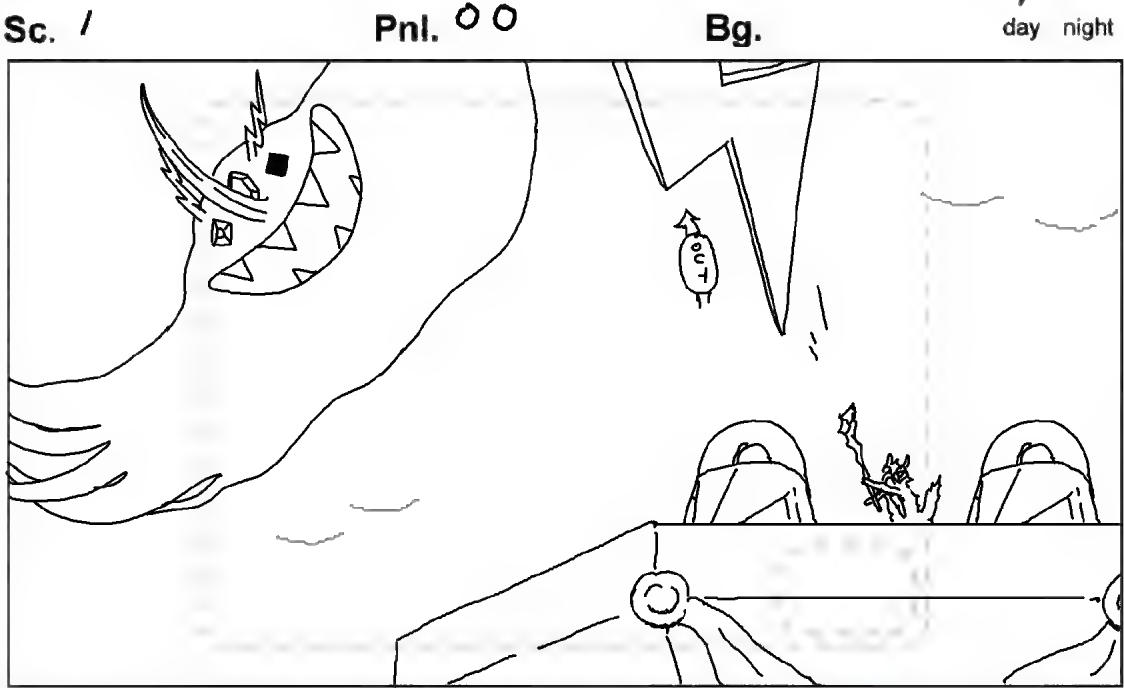


Dialog:	(17) : LAUGHING :
Action:	Gibbon's staff flares up, (ref. the effect of IK's ice bolts in Princess Potluck, with the sky darkening briefly when he blasts)
Timing:	

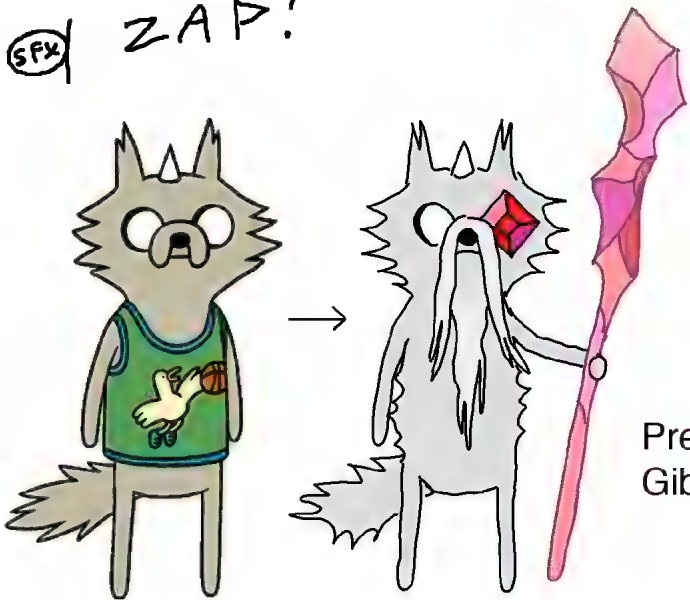
EPISODE #

Production :

ADVENTURE TIME



Dialog:	(SFX) ZAP!	(SFX) ZAP!	(IT) LAUGHING
Action:	Ice bolts are pink too.		
Timing:	President Gibbon		



EPISODE #

Production :

ADVENTURE TIME



Sc. 1

Pnl. QQ

Bg.

day night

Sc. 1

Pnl. RR

Bg.

day night

Dialog:

Action:

A SECOND BOLT.

Timing:

EPISODE #

Production :

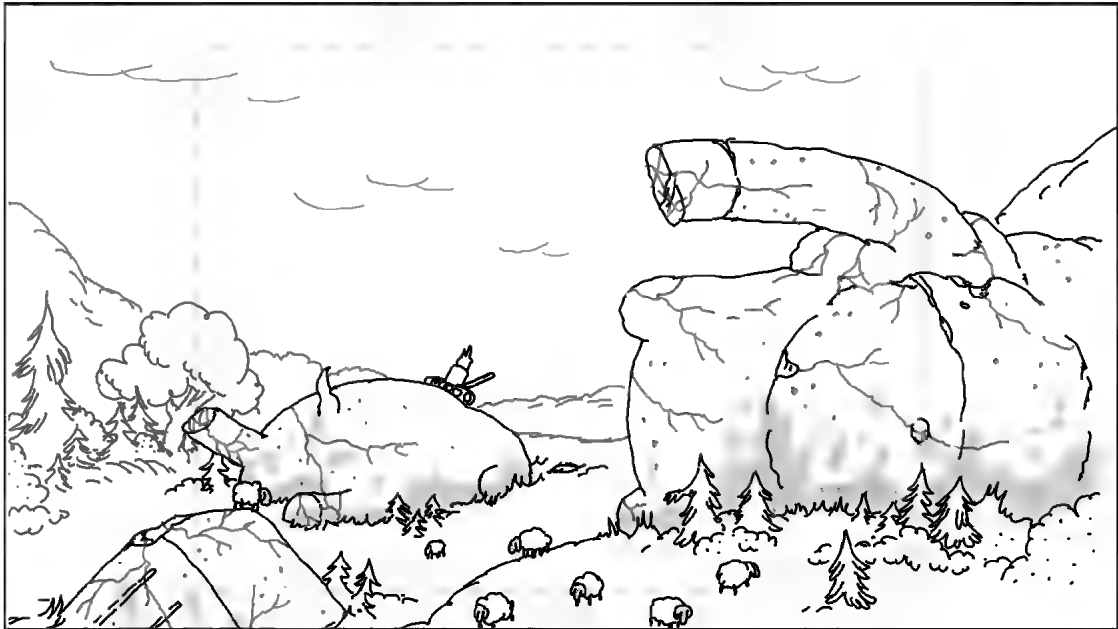
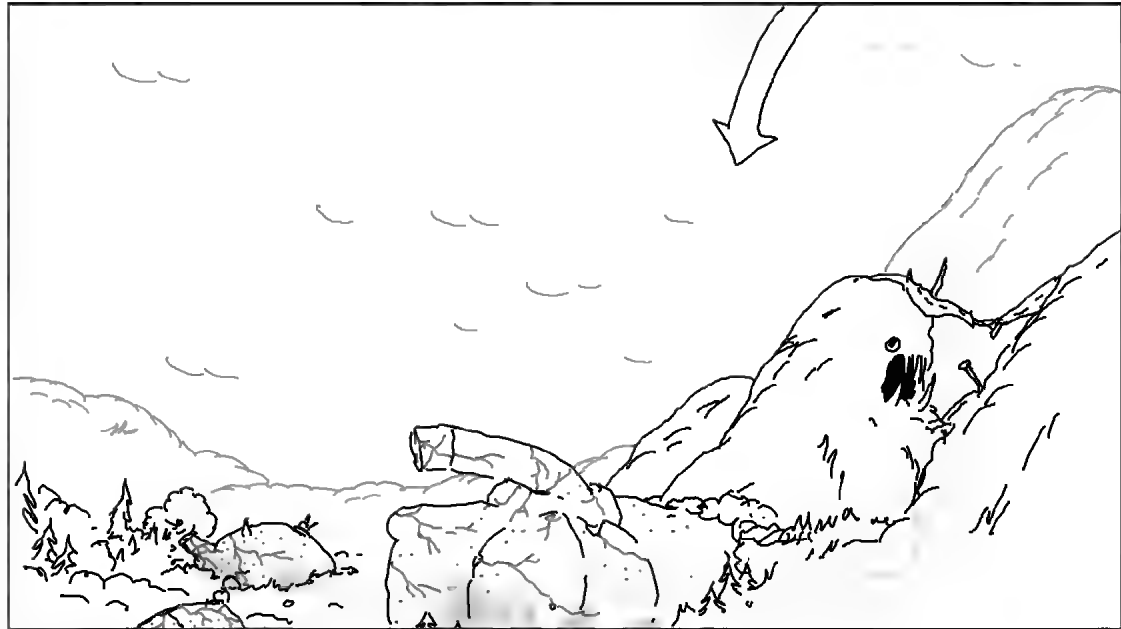
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ADVENTURE TIME



Page 24

Sc. 1 Pnl. 55 Bg. day night Sc. 1 Pnl. 77 Bg. day night



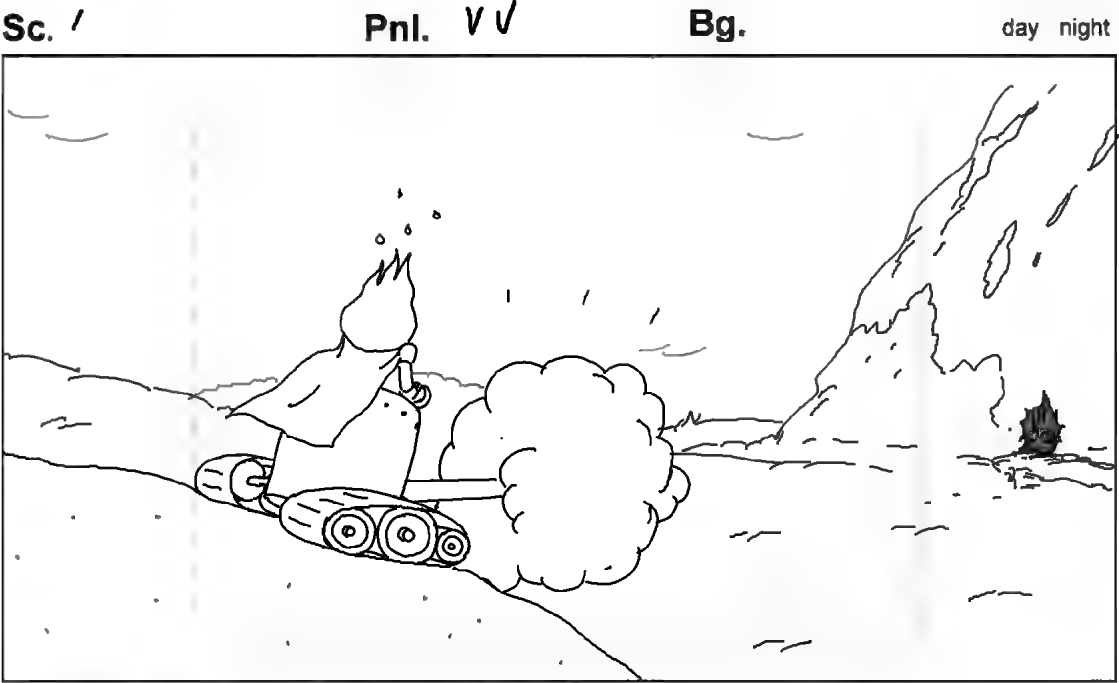
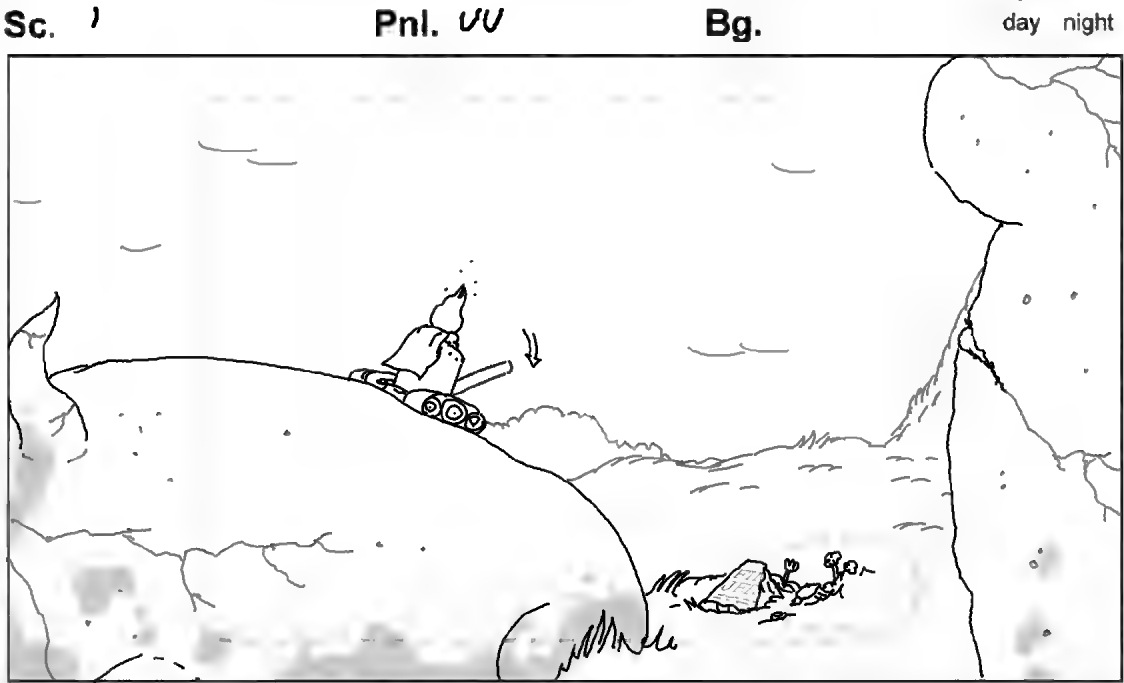
Dialog:
Action:
Timing:

MARCY'S CAVE
FROM ORIGINAL
INTRO.

EPISODE #

Production :

ADVENTURE TIME

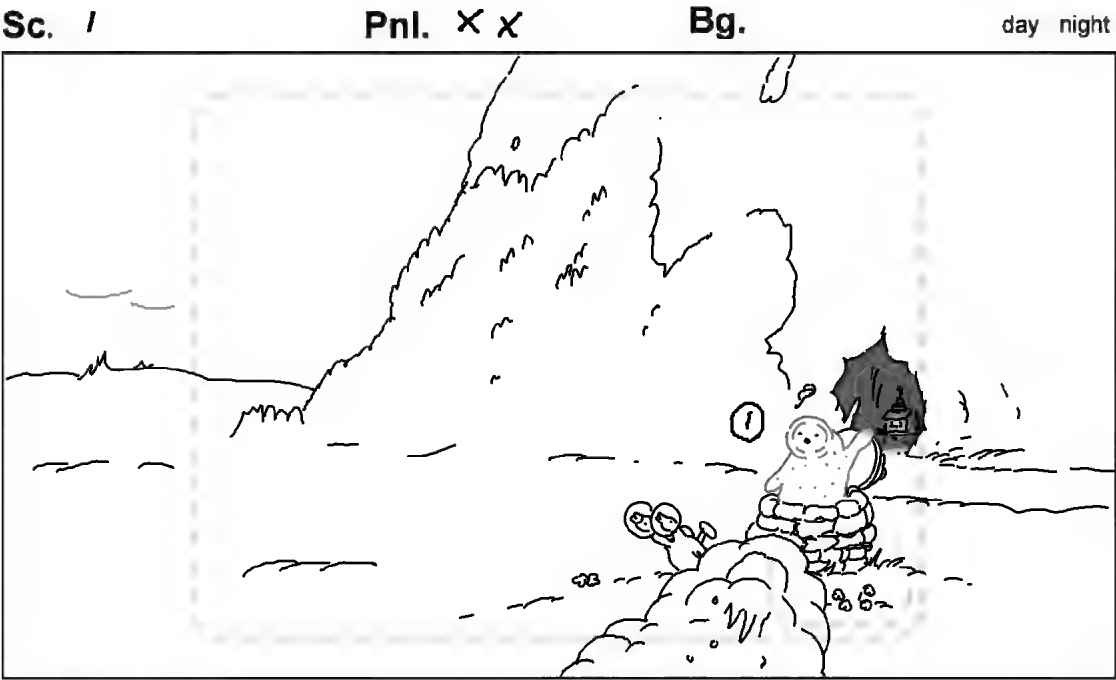
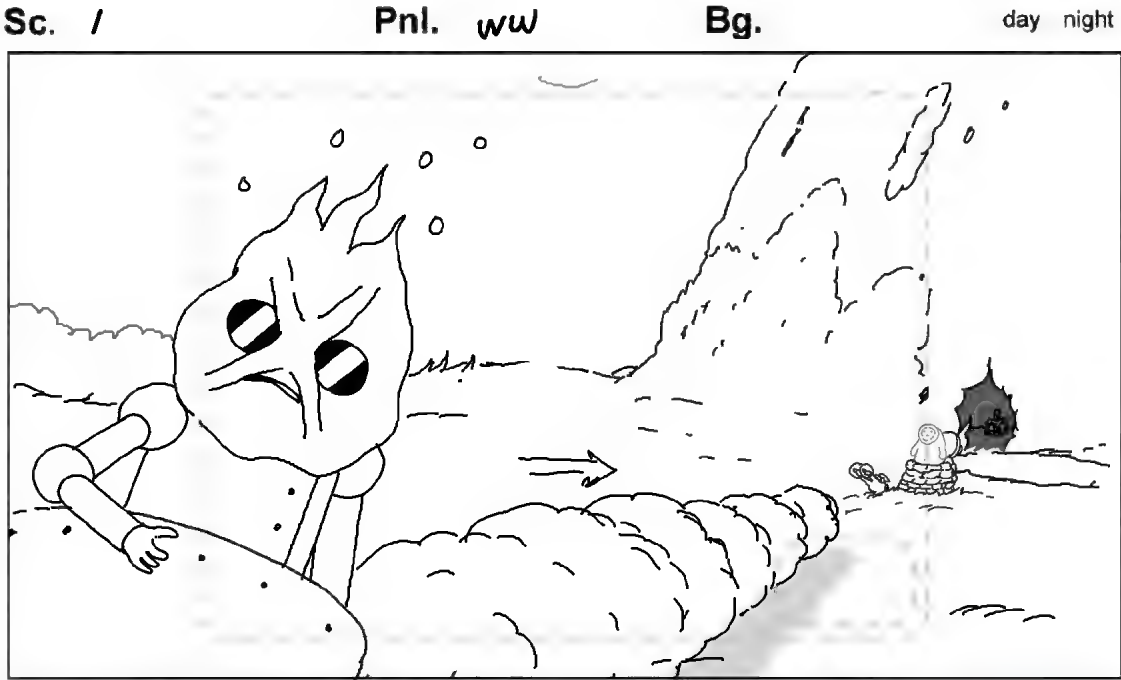


Dialog:	(Sfx) BOOM
Action:	
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Dialog:

ⓧ "Hiss!"

Action:

Timing:

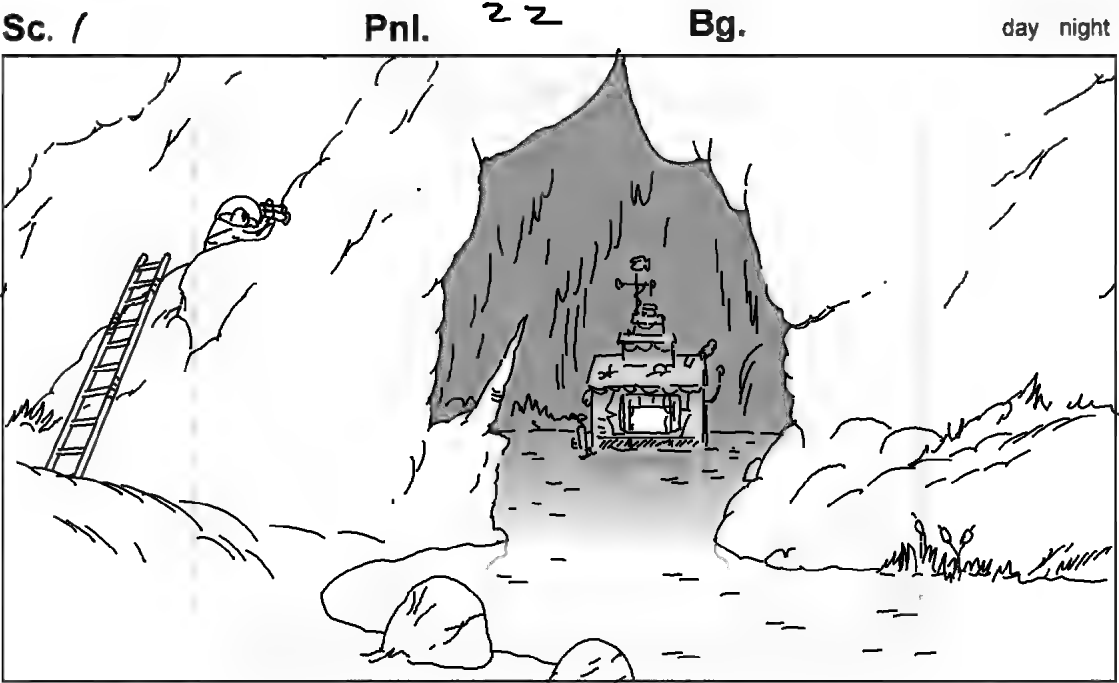
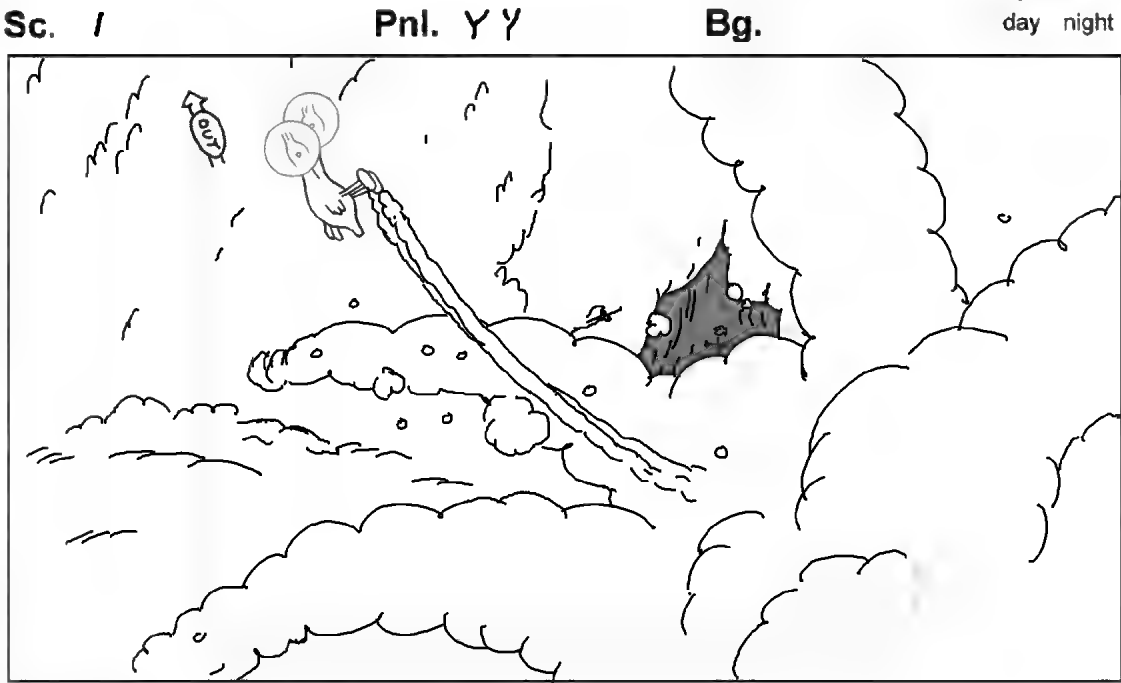
x & o

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

(SFX) B B B M!

(DUCK) QUACK

Action:

PUP SPYING ON S & B.

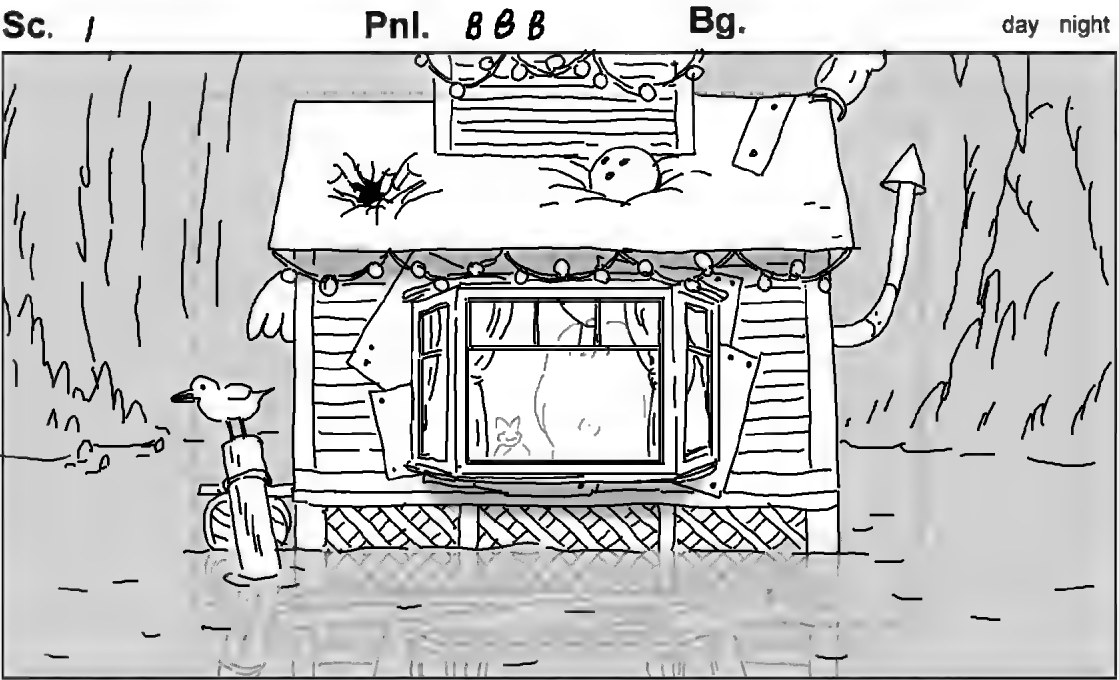
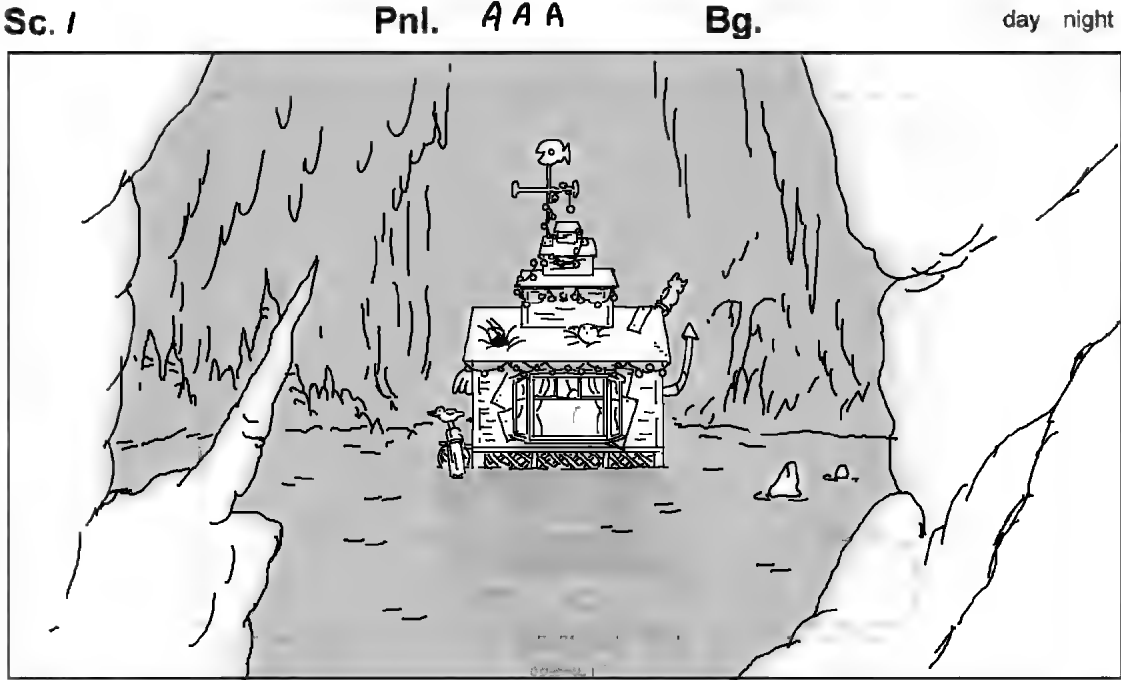
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE #

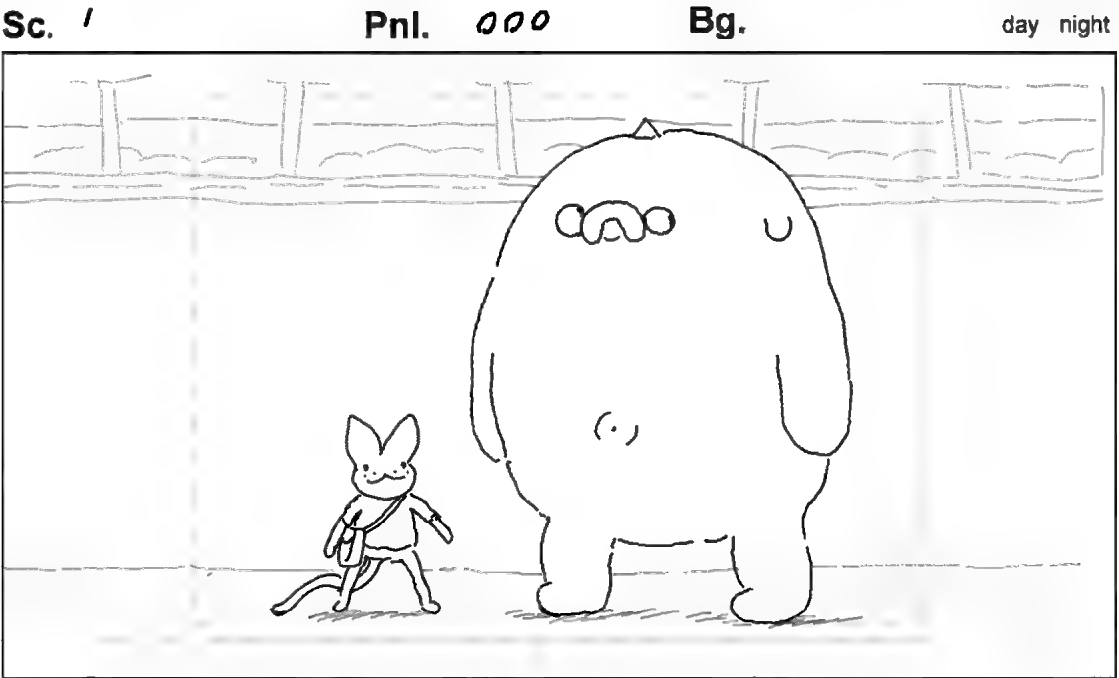
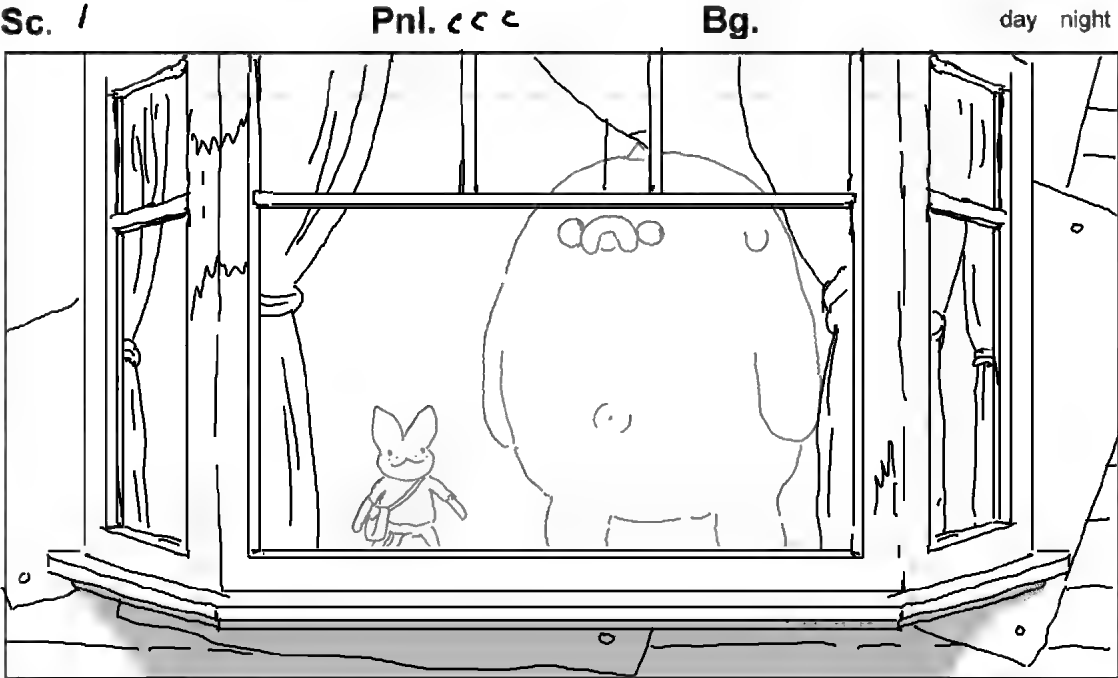
Production :

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ADVENTURE TIME



Page 29

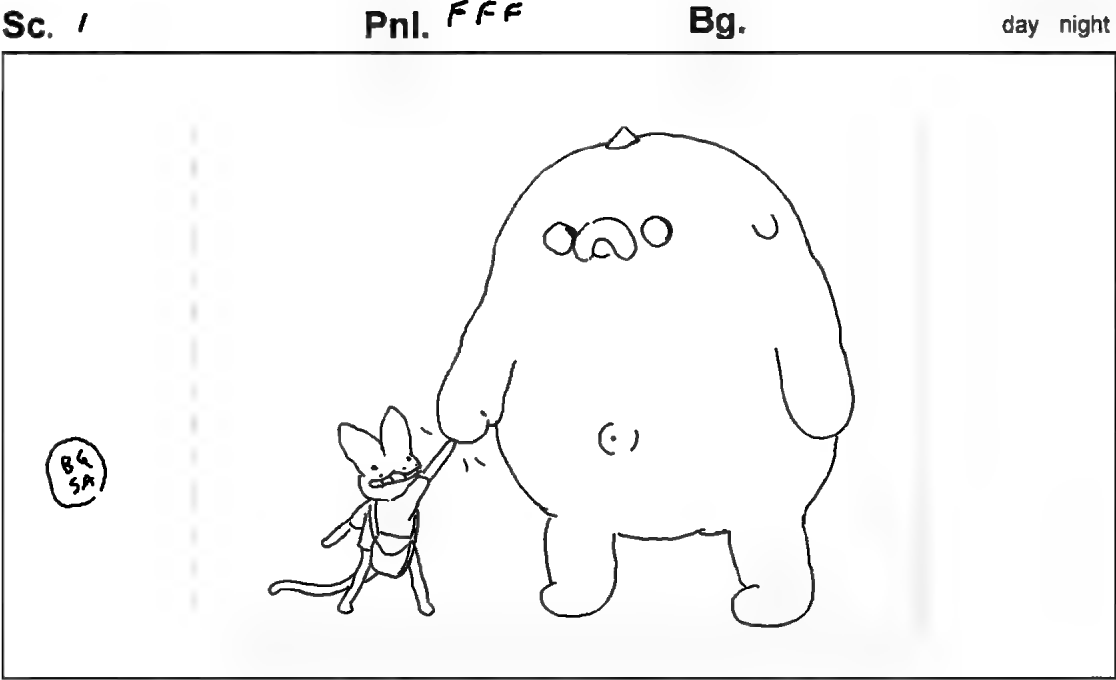
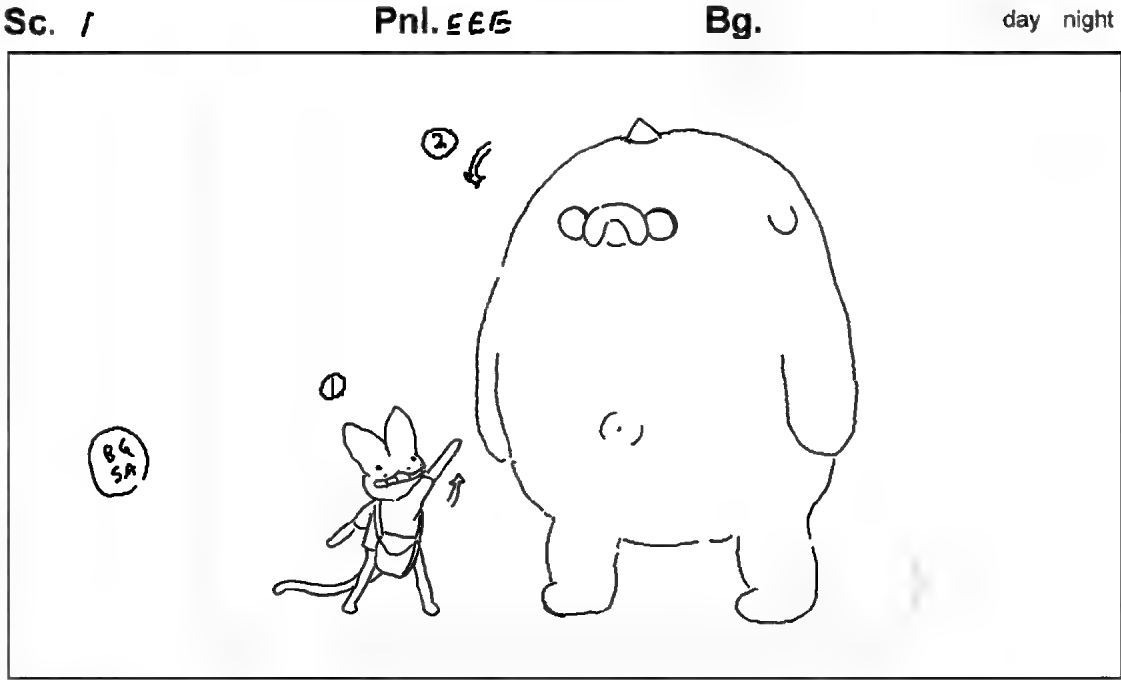


Dialog:	
Action:	Leaving this BG it to match up with the background design in Tom's section of Come Along With Me (Pt. 1)
Timing:	Also, I added this bay window for somewhere for the camera to zoom into. Can it be added into the BG's of this episode?

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(SFX) ~~~~~ POW! ~~~~~
Action:	
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Sc. 2

Pnl. A

Bg.

day night



Sc. 2

Pnl. B

Bg.

day night



Dialog:

B: It's Adventure Time,

Action:

Logo tarnished and covered in grass and dirt.

Timing:

EPISODE #

Production :

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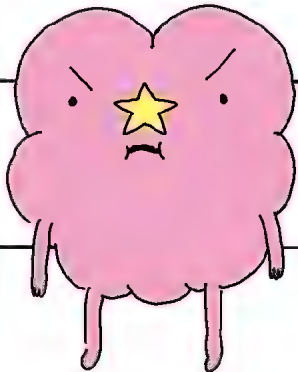
ADVENTURE TIME



Page 32

Sc. 2	Pnl. C	Bg.	day night	Sc. 3	Pnl. A	Bg.	day night

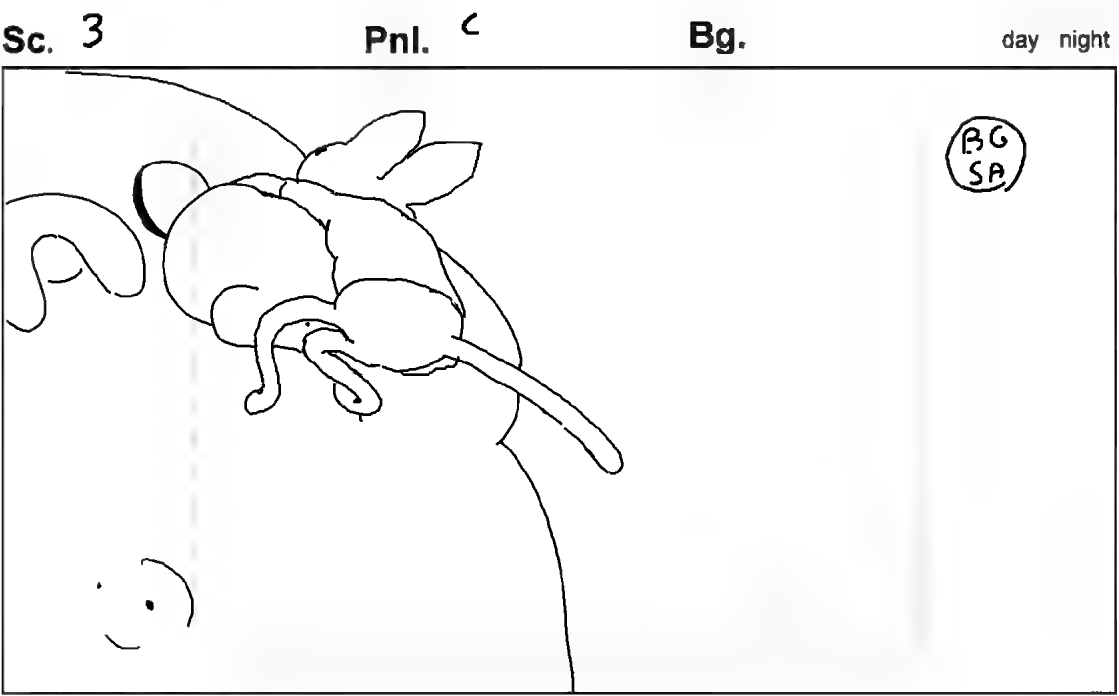
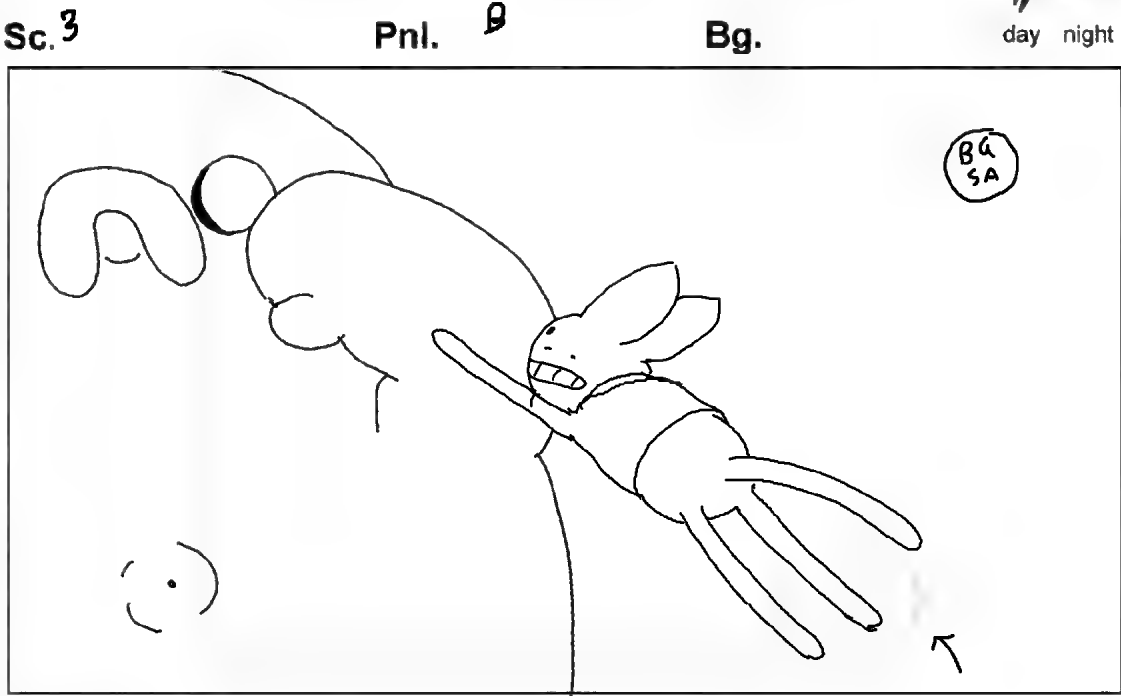
Dialog:	
	B: come on grab your friends, we'll go to -
Action:	Old Candy Kingdom
Timing:	L.S.P. "CHRIST, IT'S 3000-9!"



EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE #

Production :

ADVENTURE TIME

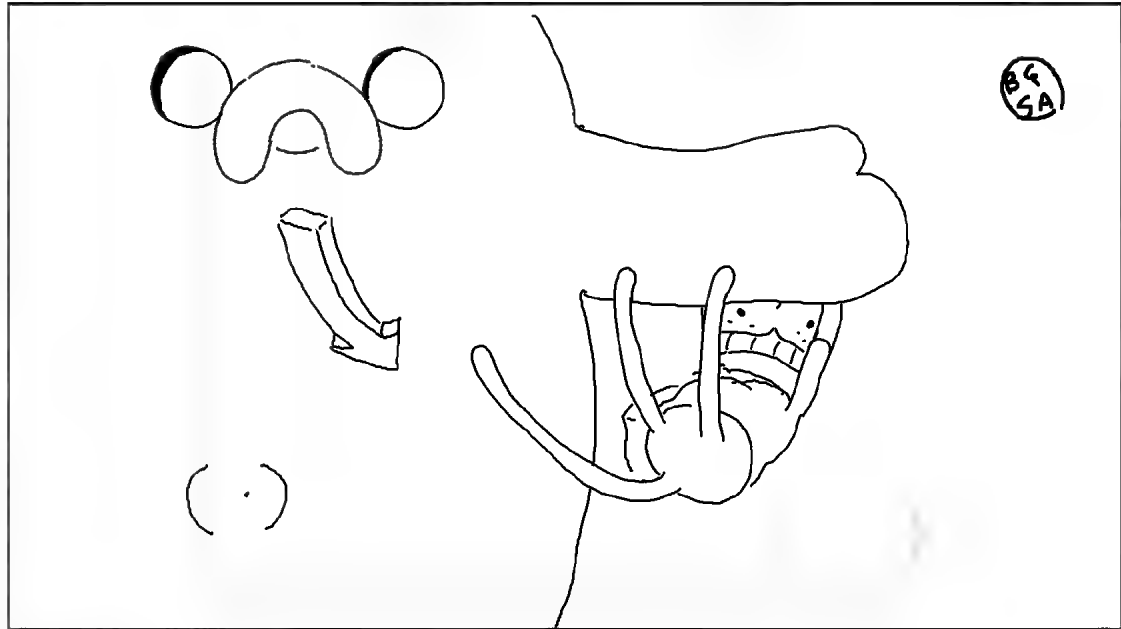


Sc. **3**

Pnl. **0**

Bg.

day night

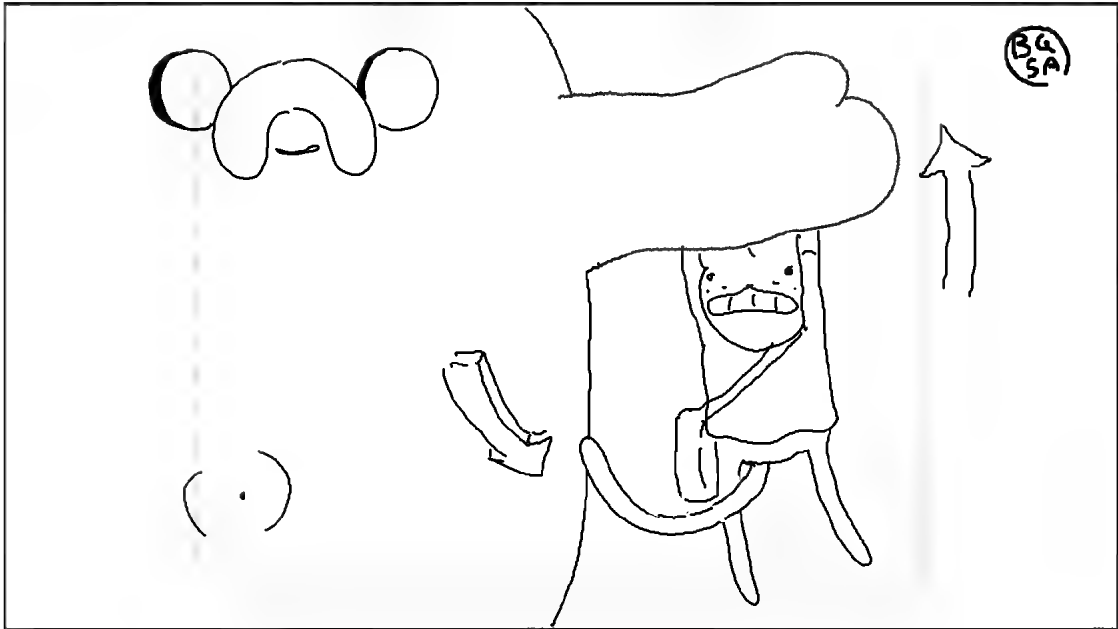


Sc. **3**

Pnl. **2**

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. 3	Pnl. F	Bg.	day night	Sc. 3	Pnl. G	Bg.	day night

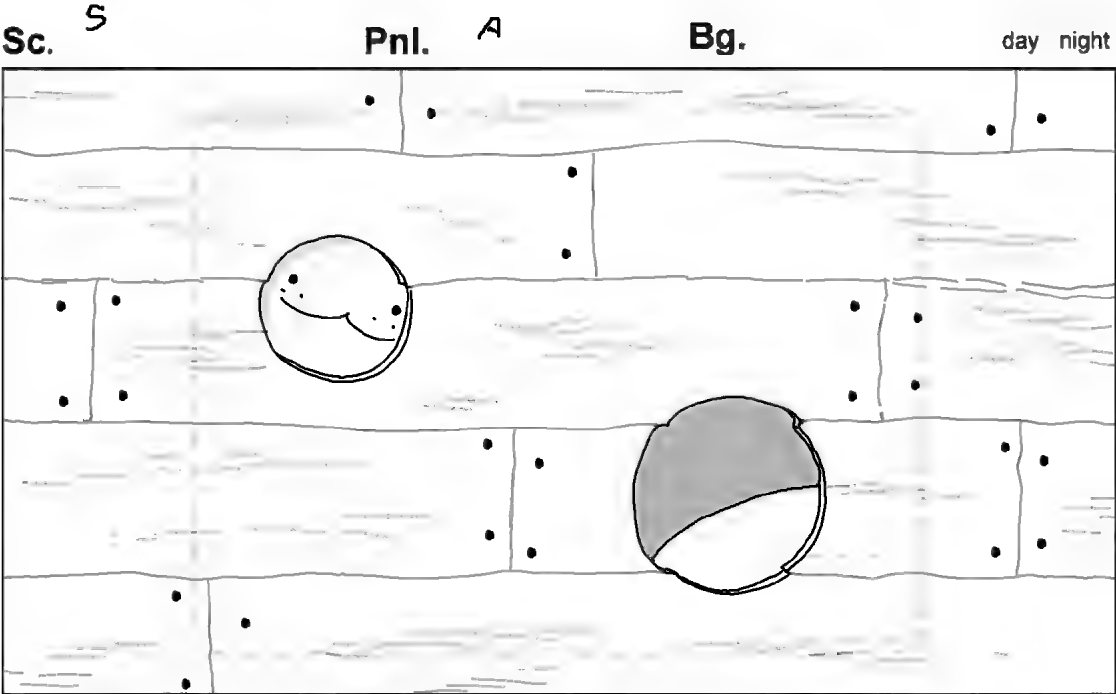
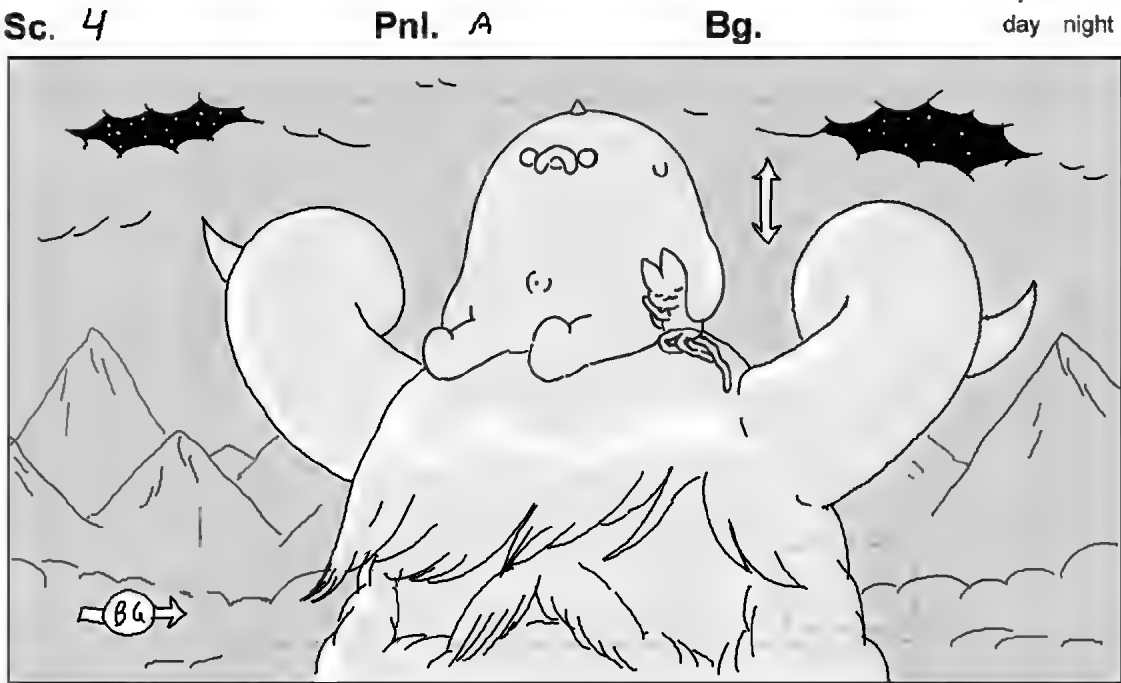
Dialog:
Action: FLICKS DOWNWARD, LIKE SHES WICKING AWAY SWEAT.
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	B: far off future lands,	B: With -
Action:	Sweet P (naked again, like when he first appeared in Citadel?)	
Timing:	-Slow steps, up and down, -Background pans with the different layers moving at different speeds, (mist, two layers of mountains, sky)	

EPISODE #

Production :

ADVENTURE TIME



Sc. 5 Pnl. 8 Bg. day night

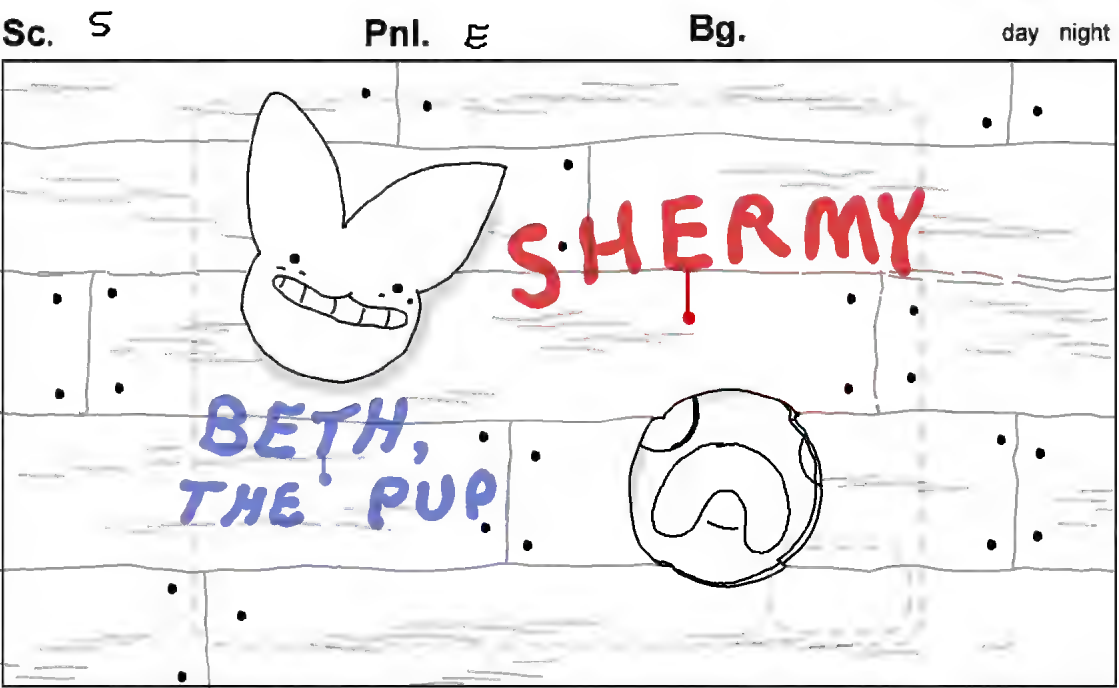
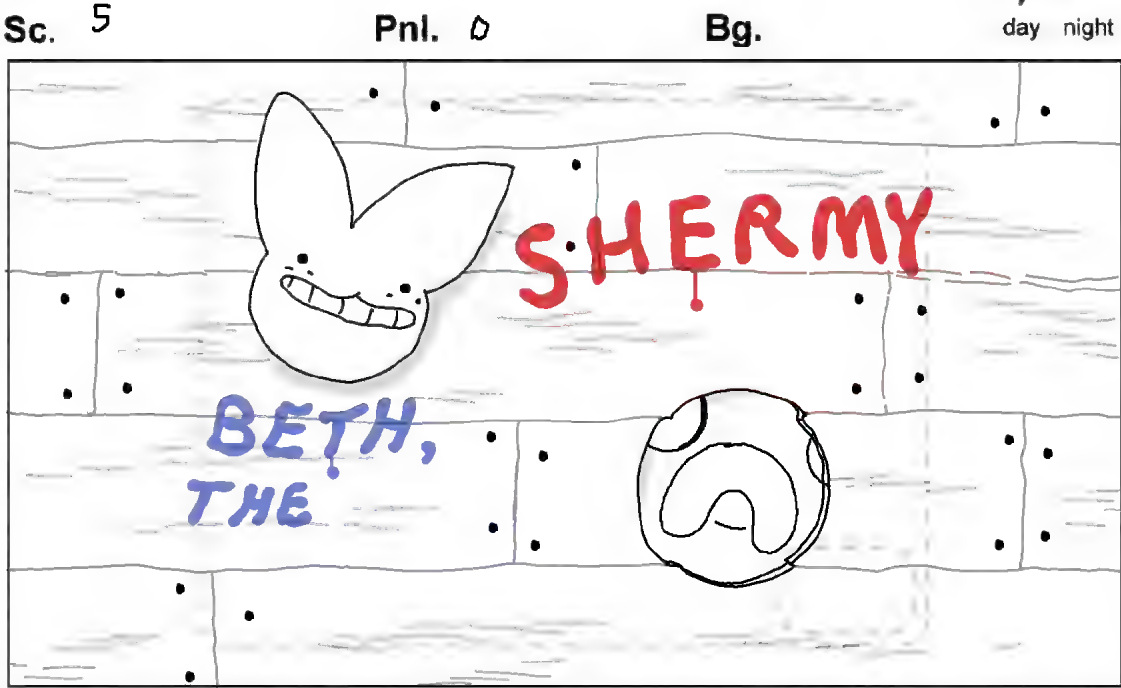
Sc. 5 Pnl. 9 Bg. day night

Dialog:
B: - Shermy -
B: - and Beth,
Action:
Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:
B: - the -
B: - Pup -
Action:
Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. 5

Pnl. F

Bg.

day night

Sc. 5

Pnl. G

Bg.

day night

Dialog:
B: - Prin -
Action:
Timing:

EPISODE #

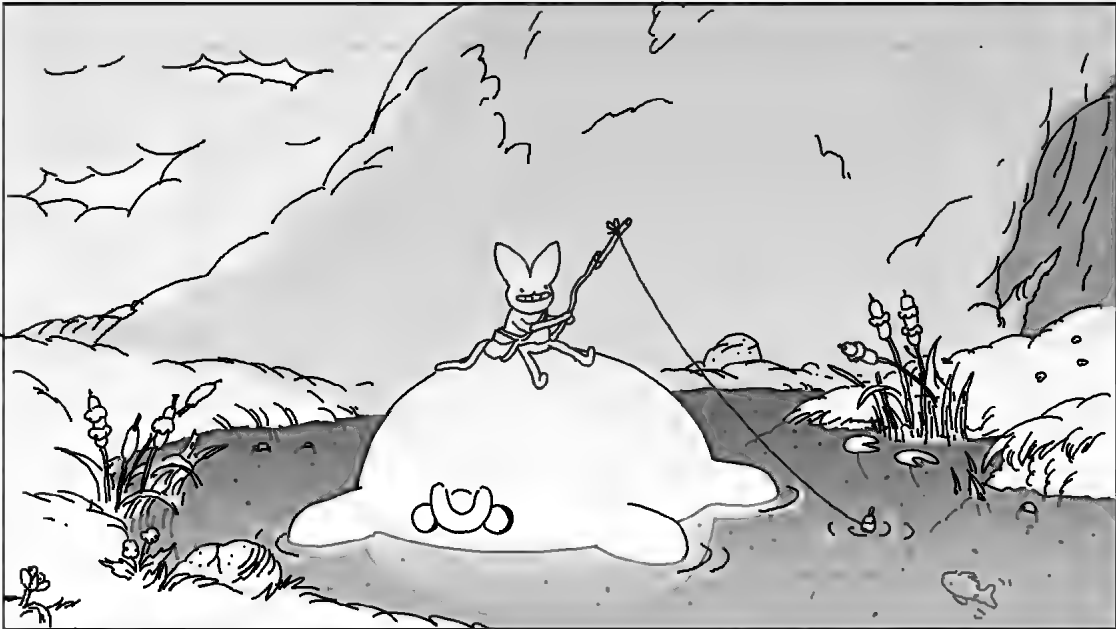
Production :

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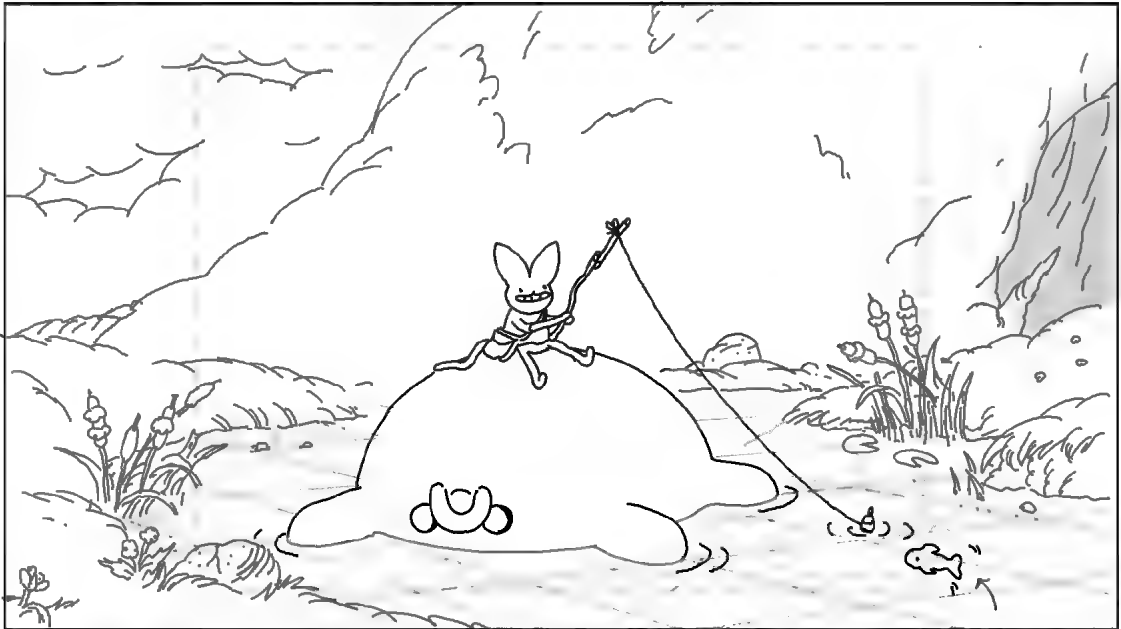
ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night



Sc. 6 Pnl. B Bg. day night



Dialog:		
B: The fun will -		
Action:	In front of their cave, Sunset-y tones	Fish is interested in the lure,
Timing:		

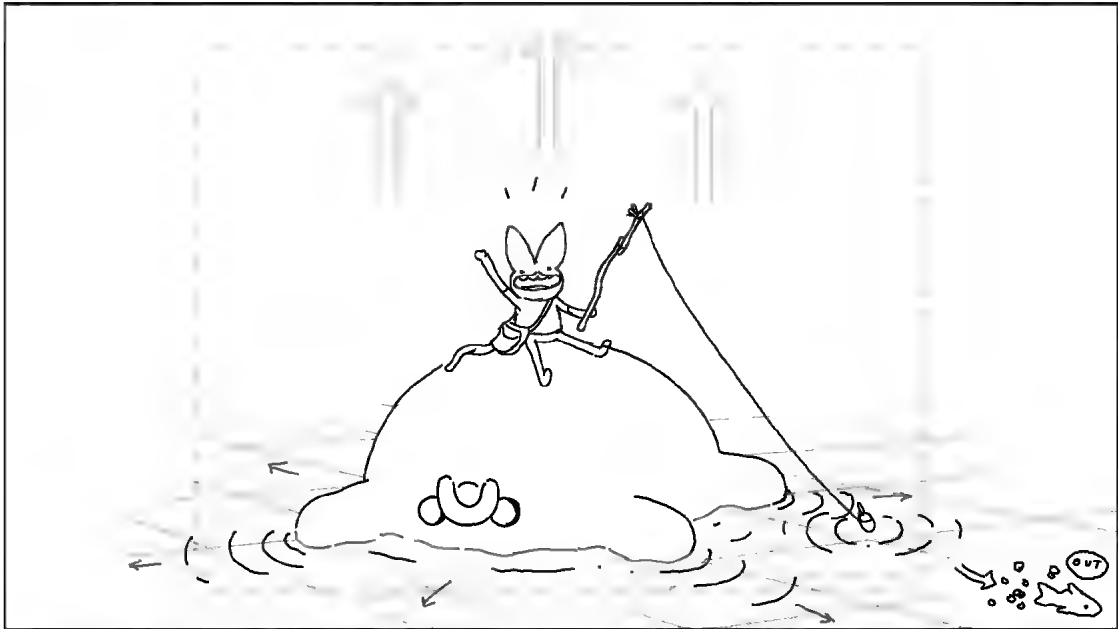
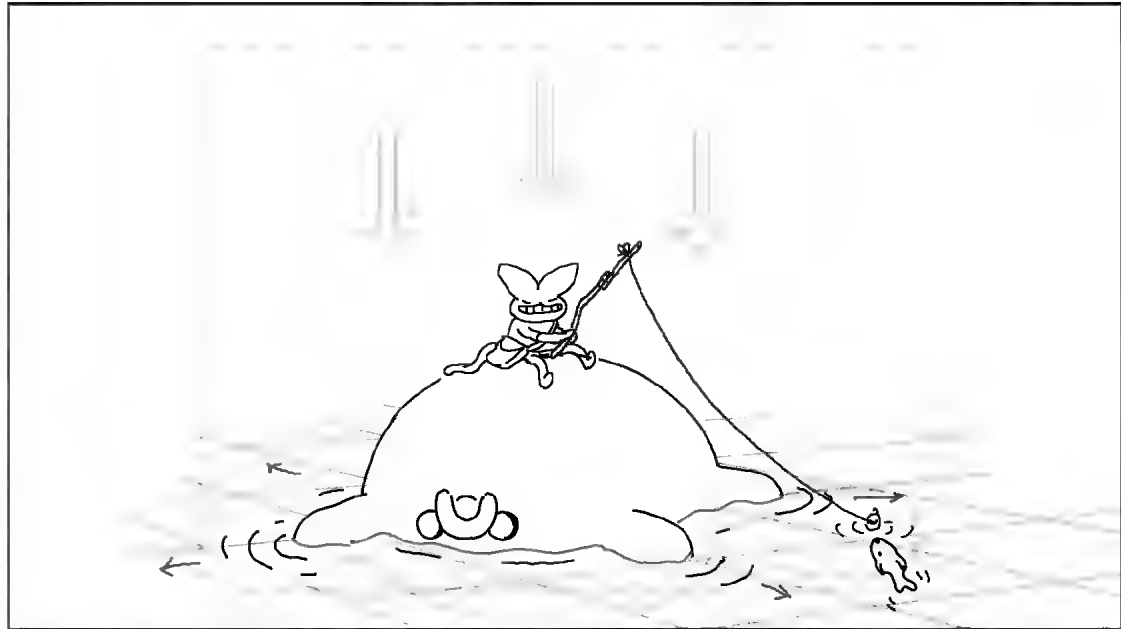
EPISODE #

Production :

ADVENTURE TIME



Sc. 6 Pnl. c Bg. day night Sc. 6 Pnl. 0 Bg. day night



Dialog:	Shermy - NEVER!	
Action:	BETH BOBS	Fish is scared off.
Timing:		


EPISODE #

Production :

ADVENTURE TIME



Sc. 6	Pnl. E	Bg.	day night	Sc. 6	Pnl. F	Bg.	day night

Dialog:	
B: -never end,	
Action:	①  BLINK
Timing:	

EPISODE #

Production :

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day night

day night



day night



(SFX) : W O O O O O O O O O O O O O O O O O O O O O O O O O O O O S H . ! ! ! =

Timing:

Production :

ADVENTURE TIME



Sc. 6

Pnl. I

Bg.

day night



Sc. 6

Pnl. J

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 6

Pnl. K

Bg.

day night

Sc. 6

Pnl. L

Bg.

day night

Dialog:
Action:
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 6

Pnl. M

Bg.

day night

Sc. 6

Pnl. N

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

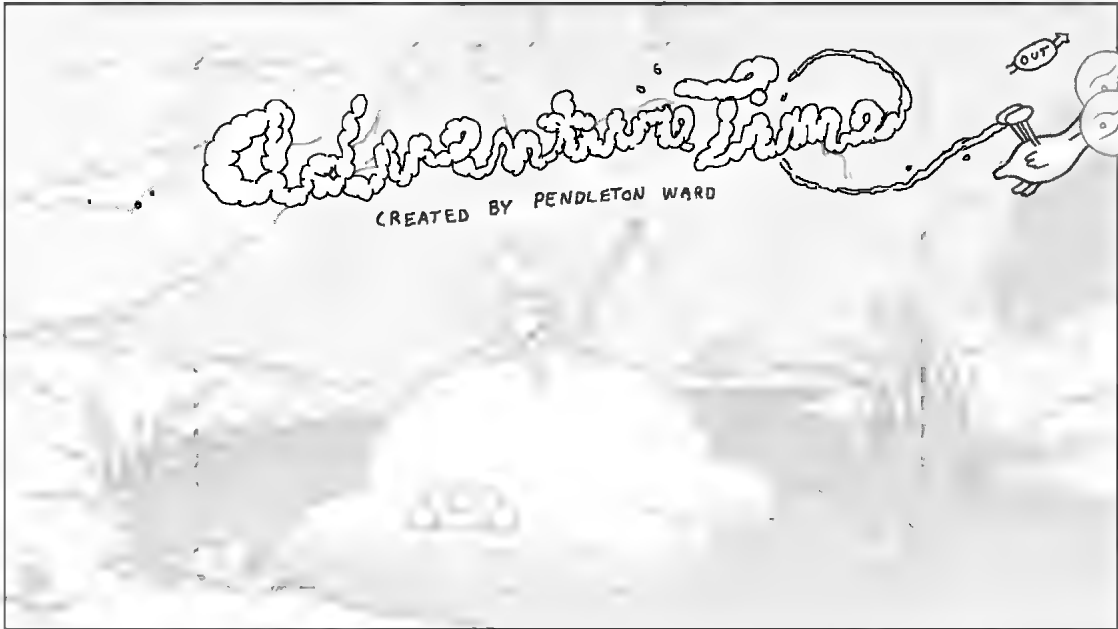
Production :

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ADVENTURE TIME



Sc. 6 Pnl. 0 Bg. day night Sc. 6 Pnl. P Bg. day night



Dialog:
B: - Time!
Action:
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 6	Pnl. Q	Bg.	day night	Sc. 6	Pnl. R	Bg.	day night
Dialog:				(SFX) = WOOOOSH!!! = (DUCK) = QUACK.!! =			
Action:				Could end here, and have a "quack" where the sword noise would be.			
Timing:							

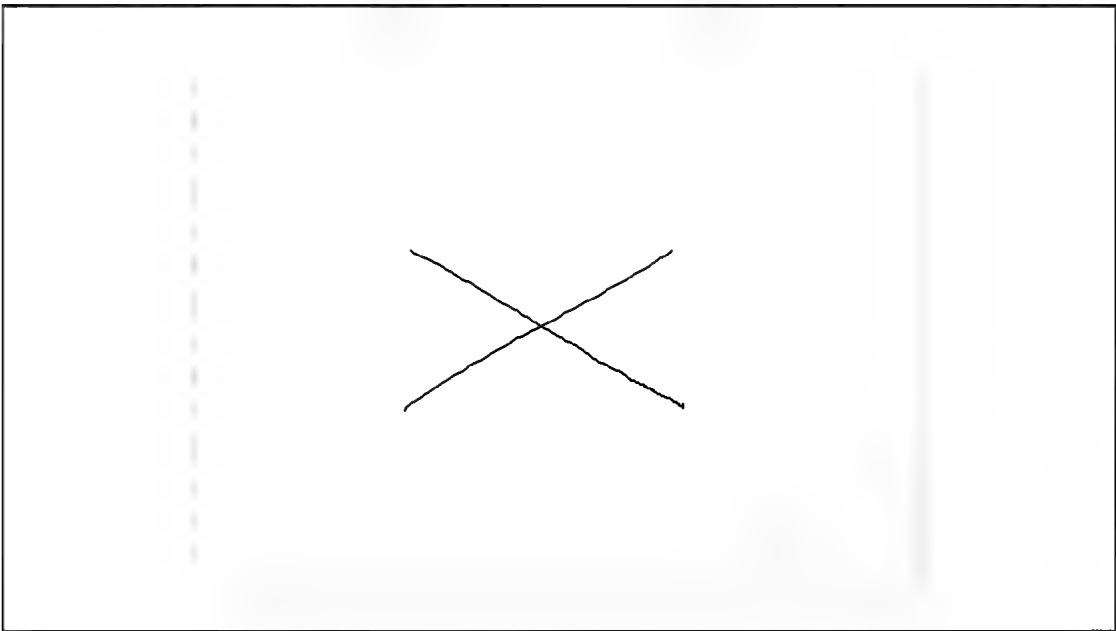
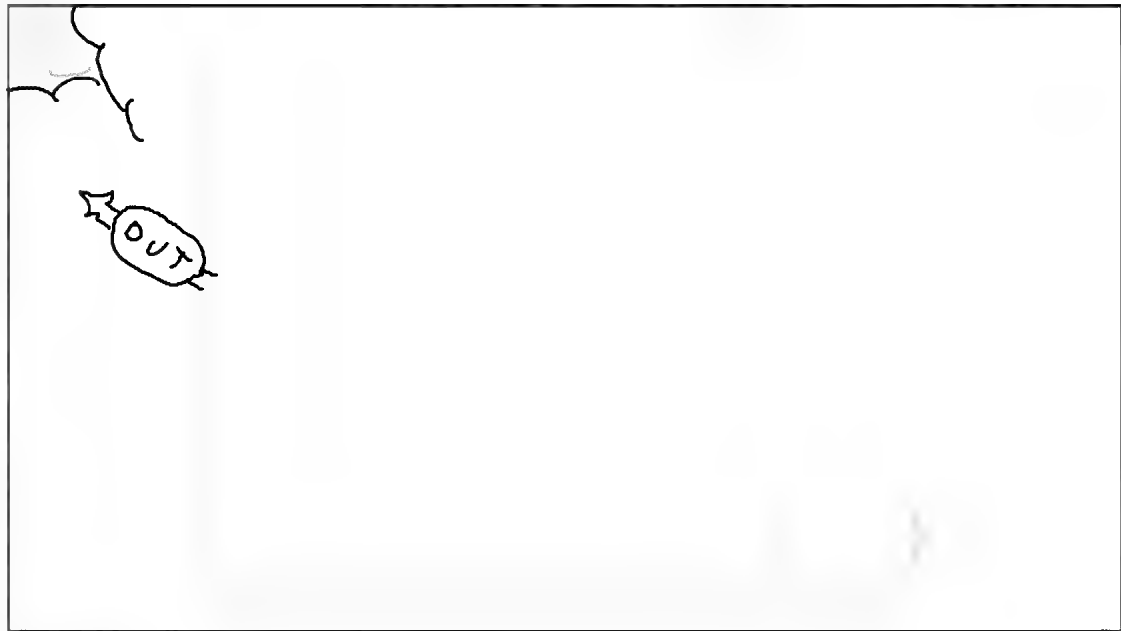
EPISODE #

Production :

ADVENTURE TIME



Sc. 6 Pnl. 5 Bg. day night Sc. / Pnl. / Bg. / day night



Dialog:
Action:
Timing:

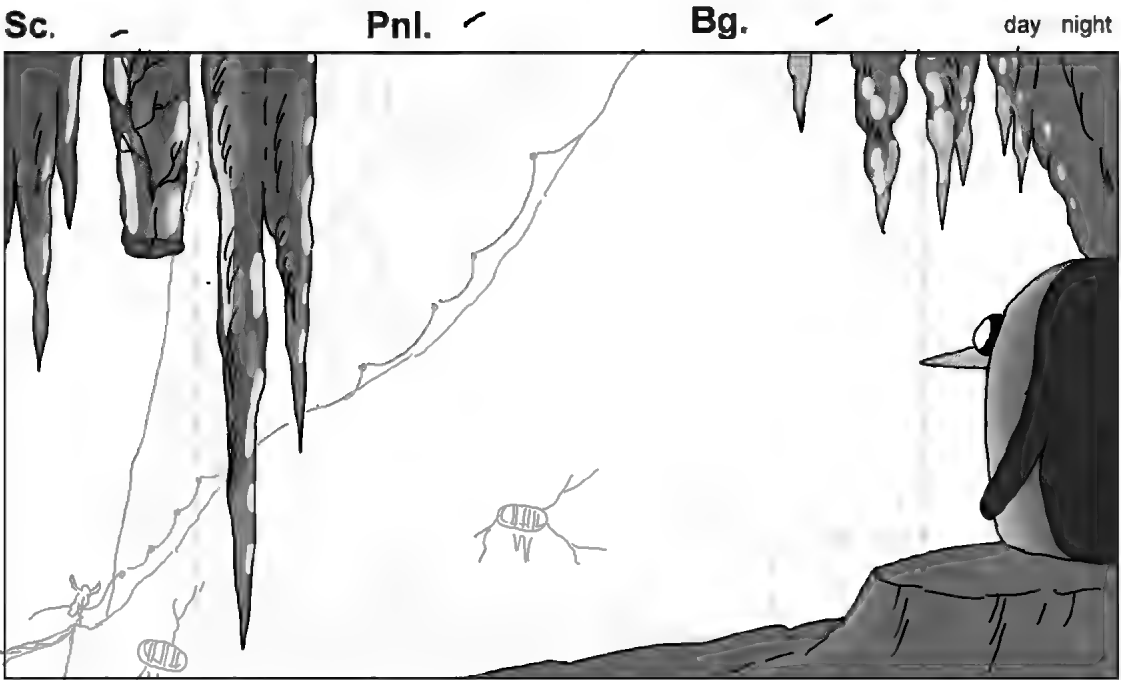
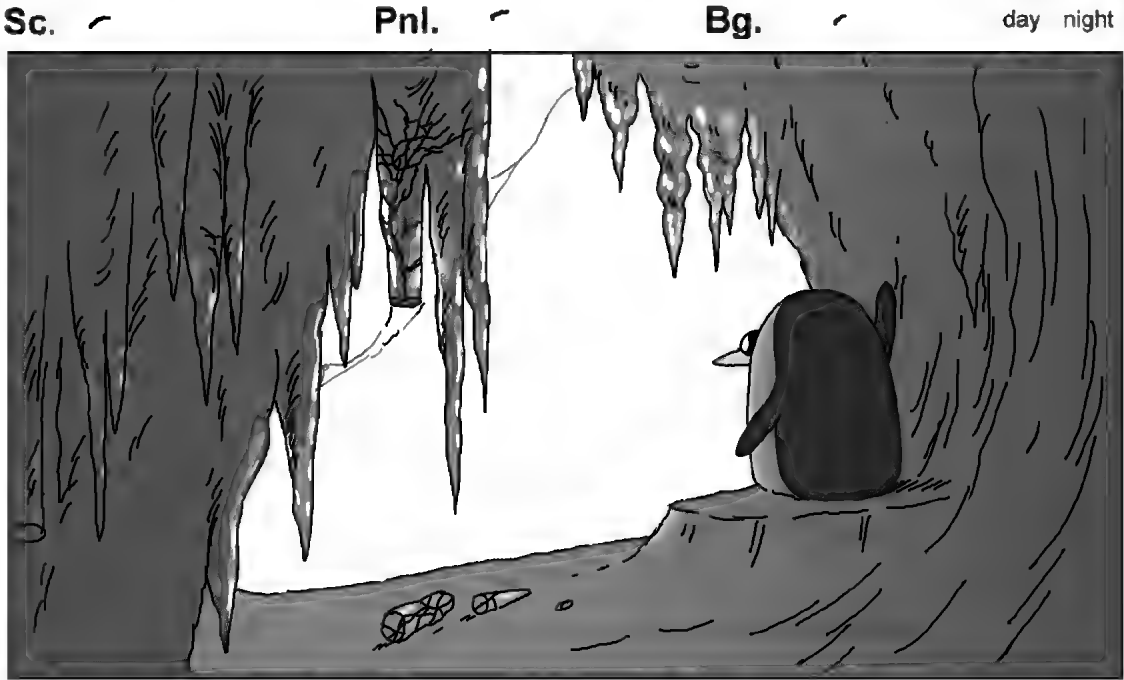
THE END. 2017.
MAR. 5.

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

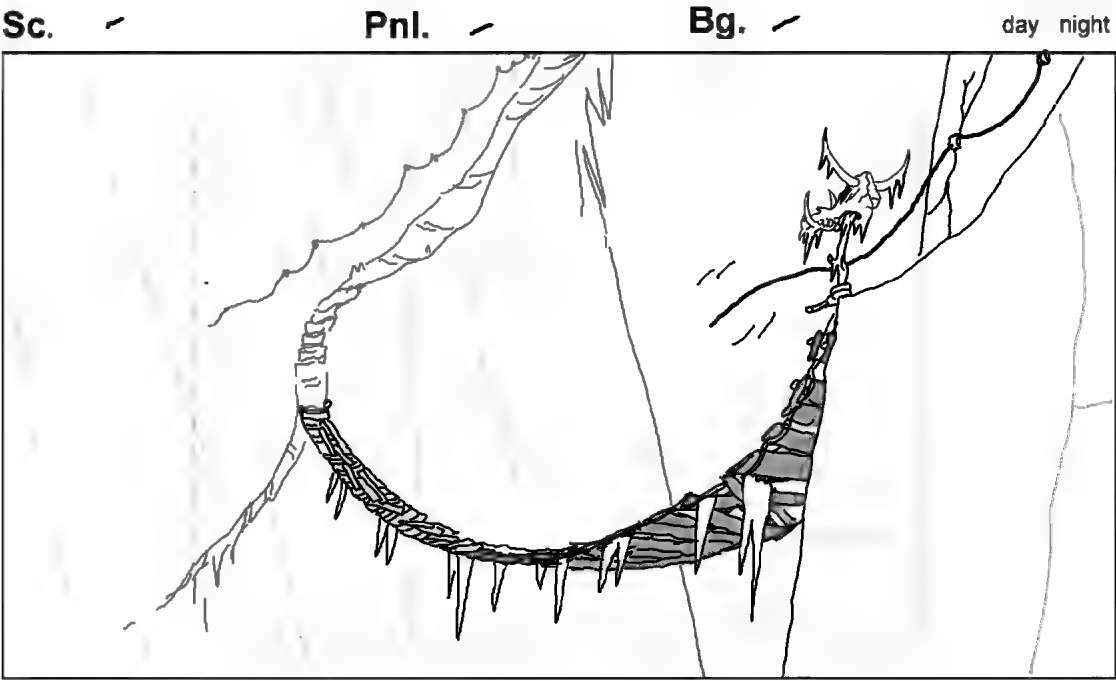
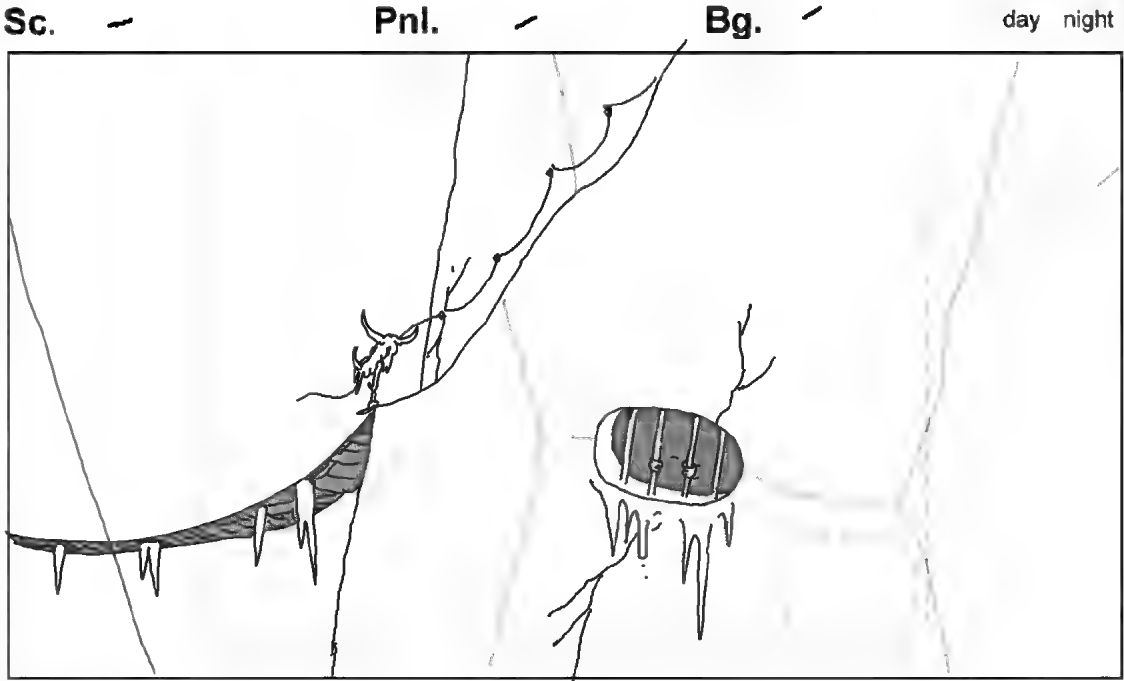
reference, without blizzard

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

reference, without blizzard

EPISODE #

Production :

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ADVENTURE TIME



Sc. /	Pnl. /	Bg. /	day / night	Sc. /	Pnl. /	day / night

Dialog:
Action: <div>reference, without blizzard</div>
Timing:

EPISODE #

Production :

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ADVENTURE TIME



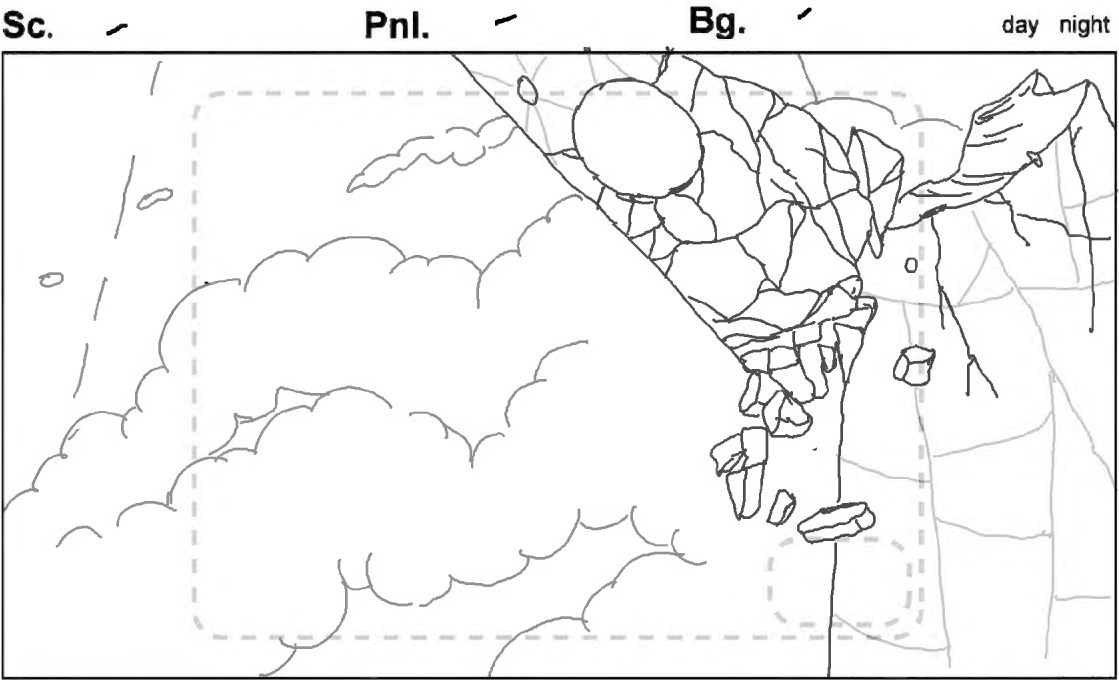
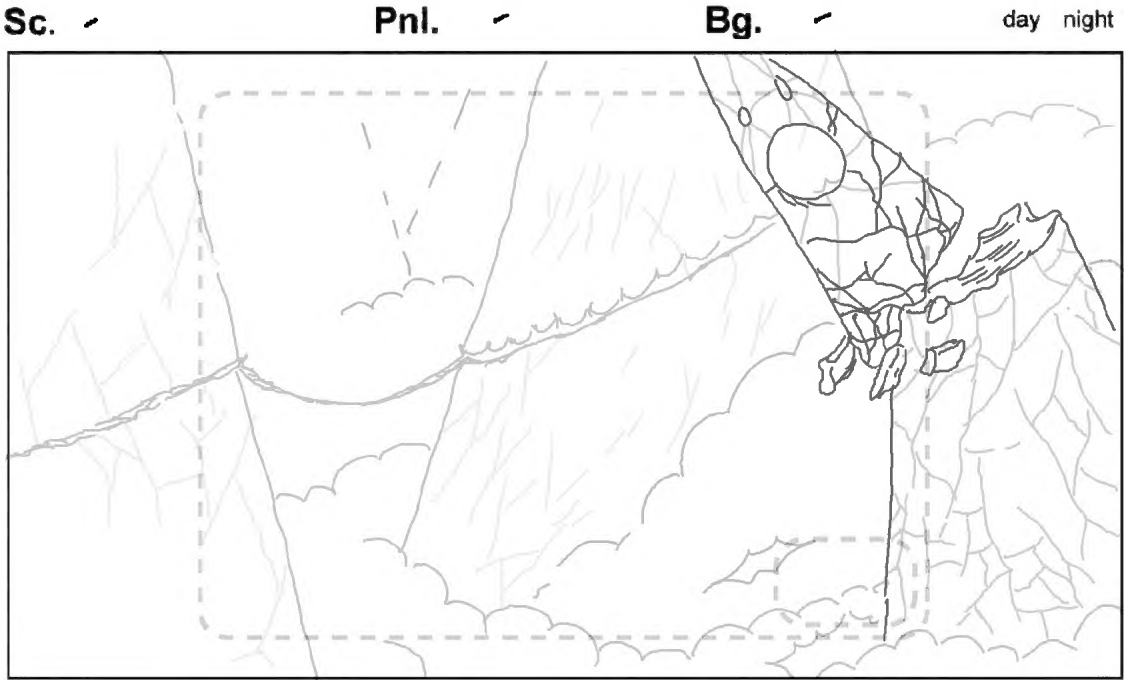
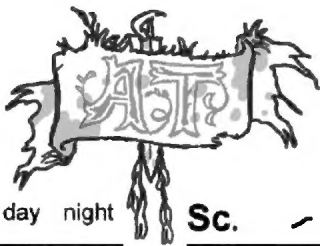
Sc. /	Pnl. /	Bg. /	day / night	Sc. /	Pnl. /	Bg. /	day / night

Dialog:
Action: reference, without blizzard
Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action: reference, without blizzard
Timing:

EPISODE #

Production :

ADVENTURE TIME



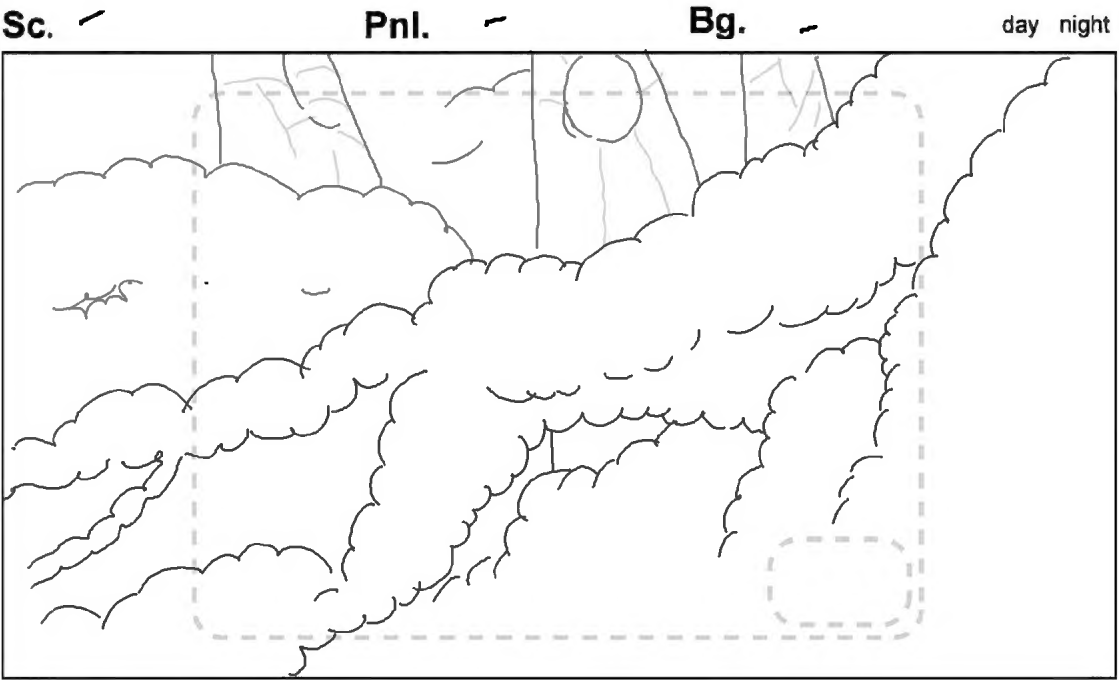
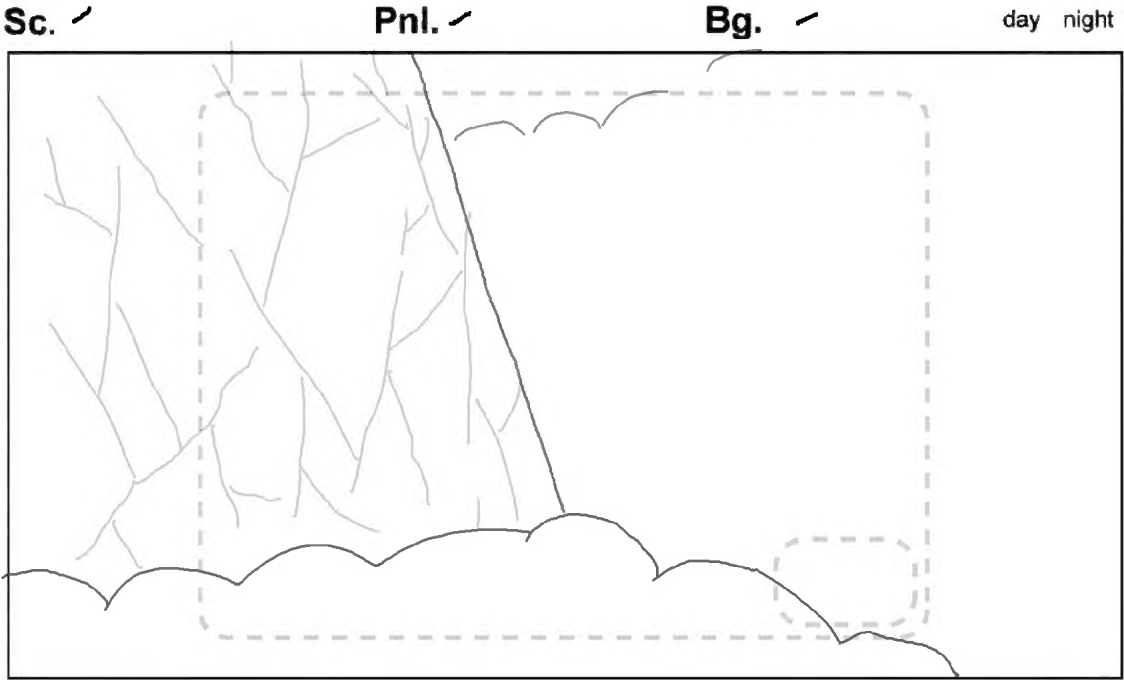
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action: reference, without blizzard
Timing:

EPISODE #

Production :

ADVENTURE TIME

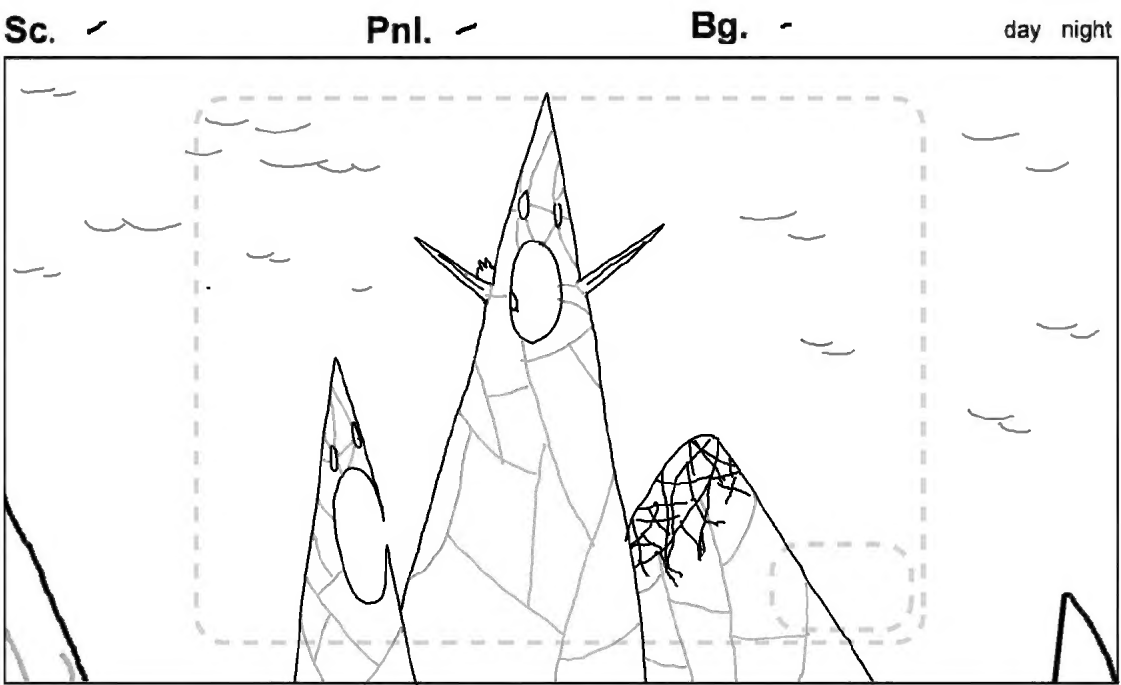
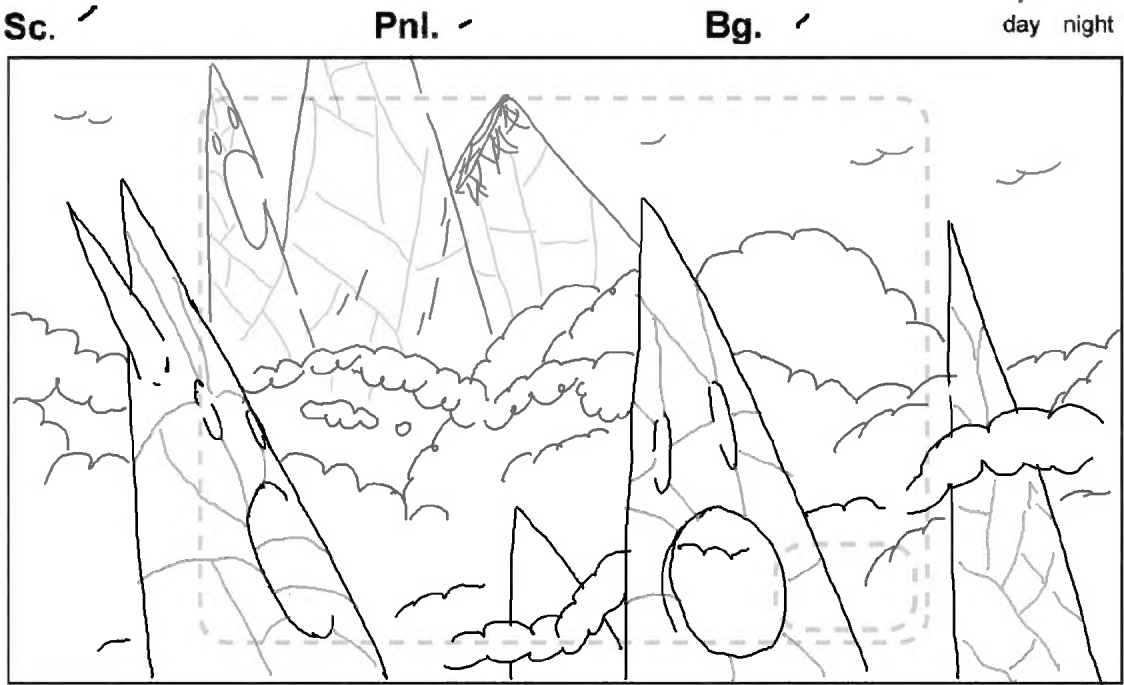


Dialog:
Action: reference, without blizzard
Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action: reference, without blizzard
Timing:

EPISODE #

Production :